The Hitchhiker's Guide to 100% in The Witcher 3 – Wild Hunt Complete Edition

1 Introduction

This guide is the worlds first “real” walkthrough for The Witcher 3. All other guides I found require you to invest a huge amount of time doing research using some external source (like the wiki, the witcher maps etc.).

In contrast, this guide is completely self-contained (you don’t need any external source) and you can basically do brain-AFK while following it. The goal of this guide is to provide an easy way to complete every quest and get every gwent card, every alchemy recipe and crafting diagram.

This guide contains many spoilers. It is not recommended to read for your first run.

I play-tested this guide on deathmarch difficulty in patch 4.04 in a normal game as well as NG+ (**not** tested on lower difficulties, but should work). I did multiple runs to ensure that results are reproducible.

This guide does **not** cover all points of interest (though missable ones are included). In the “So Long, and Thanks for All the Loot”-section, you can find a link to an interactive map where you can see all of these locations (although all important ones are visible on your in-game map if you select to view everything).

This guide does **not** teach you how to use your skill points, how to fight or how to play gwent.

This guide does **not** explain to you why certain decisions are made and why the quests are done in the presented order.

Some quests in The Witcher 3 can only be done if certain choices are made. This guide aims to get as many completed quests as possible into your journal and also covers all unmarked quests. It alternatively also contains a happy ending guide in case you prefer that (you will miss a few quests if you play the happy endings).

Of course there are a few items that cannot be obtained, because of the choices made. It is not possible to get every single item in the game legitimately at the same time (without using cheats). Minor items that don’t have a real use or just trigger some additional dialog without real impact on the quest journal are not mentioned.

I would recommend having this guide on a second screen while having the game on your main one. You may want to open two instances of this guide, one that shows the quest you are currently in and one that shows the map you are currently on.

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2 Glossary

These are the shortcuts used in this guide:

Quest Name (German Translation)… Quests end at the end of their according heading (some end even earlier). They may consist of sub-quests which have their own sub-heading. A heading may have the suffix “Part X”. In that case, the quest is an exception because it is not finished when completing the according heading. Quests without a translation are quests that have no journal entry.

Gear-Name Upgrade-Level… Witcher gear treasure hunts have a shortened quest name. They start with the gear name which can be one of “Bear”, “Cat”, “Forgotten Wolf”, “Griffin”, “Manticore”, “Viper” or “Wolf”. If it’s an upgrade schema treasure hunt, the gear name is followed by either the word “Upgrade” (with the according part number) or the word “Grandmaster”.

[1]… Dialog choice. Choose the according number (1 stands for the first option, 2 for the second option and so on). Gray options are typically (but not always) safe to pick if you want to have additional information.

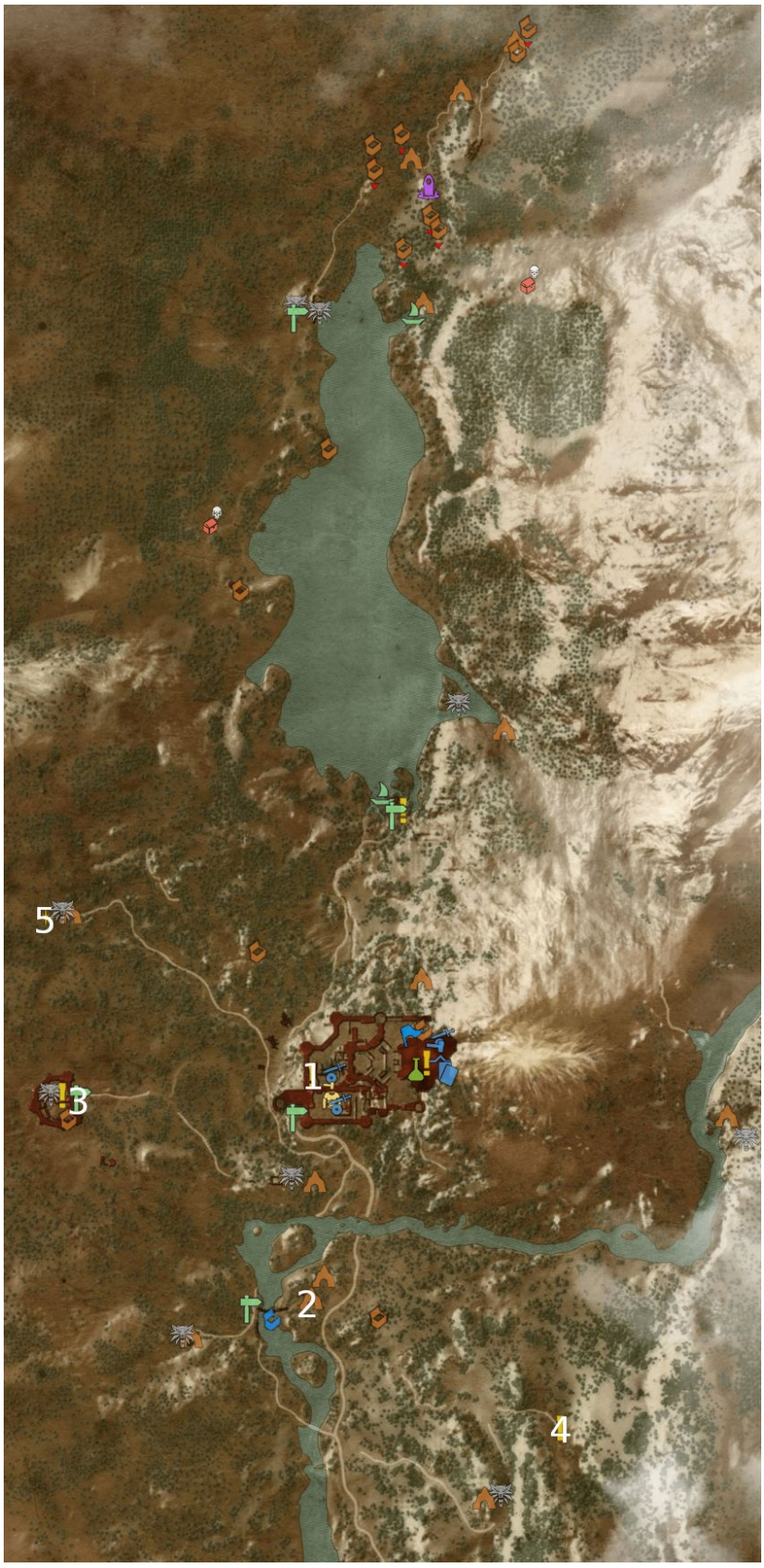
~~Happy Ending~~… In case you want a happy ending, follow the instructions that are crossed out. You will miss a few quests and items. If you want to follow the “normal” route, just ignore everything that is crossed out.

#Map-Marker… Map markers consist of a letter followed by a number. The letter tells you, which map you should use and the number corresponds to the according number/location on the given map. The used map names are:

#B… Beauclair
#K… Kaer Morhen
#N… Novigrad
#O… Oxenfurt
#S… Skellige
#T… Toussaint
#V… Velen and Novigrad
#W… White Orchard

2.1 Beauclair Map (#B)

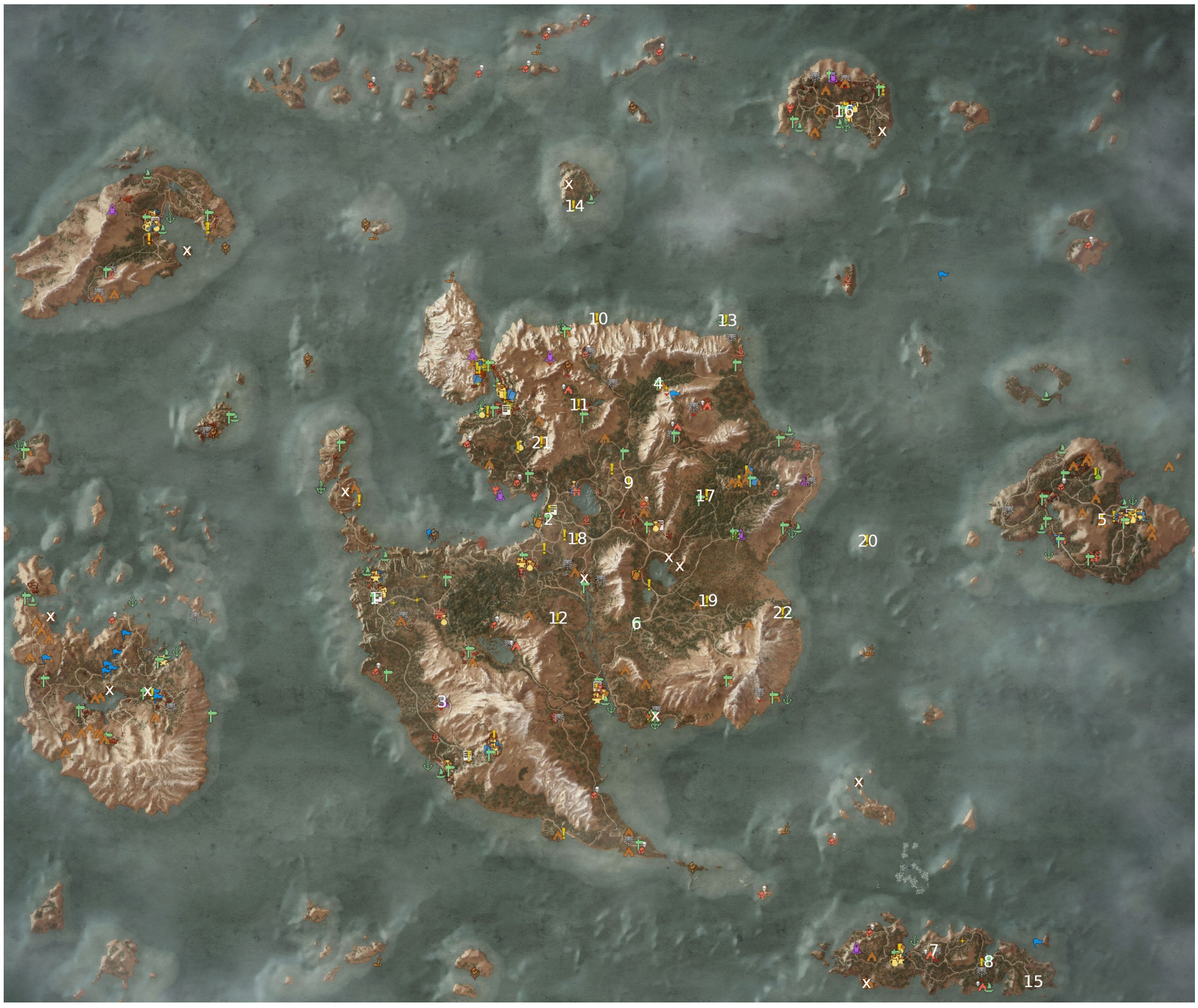
2.2 Kaer Morhen Map (#K)



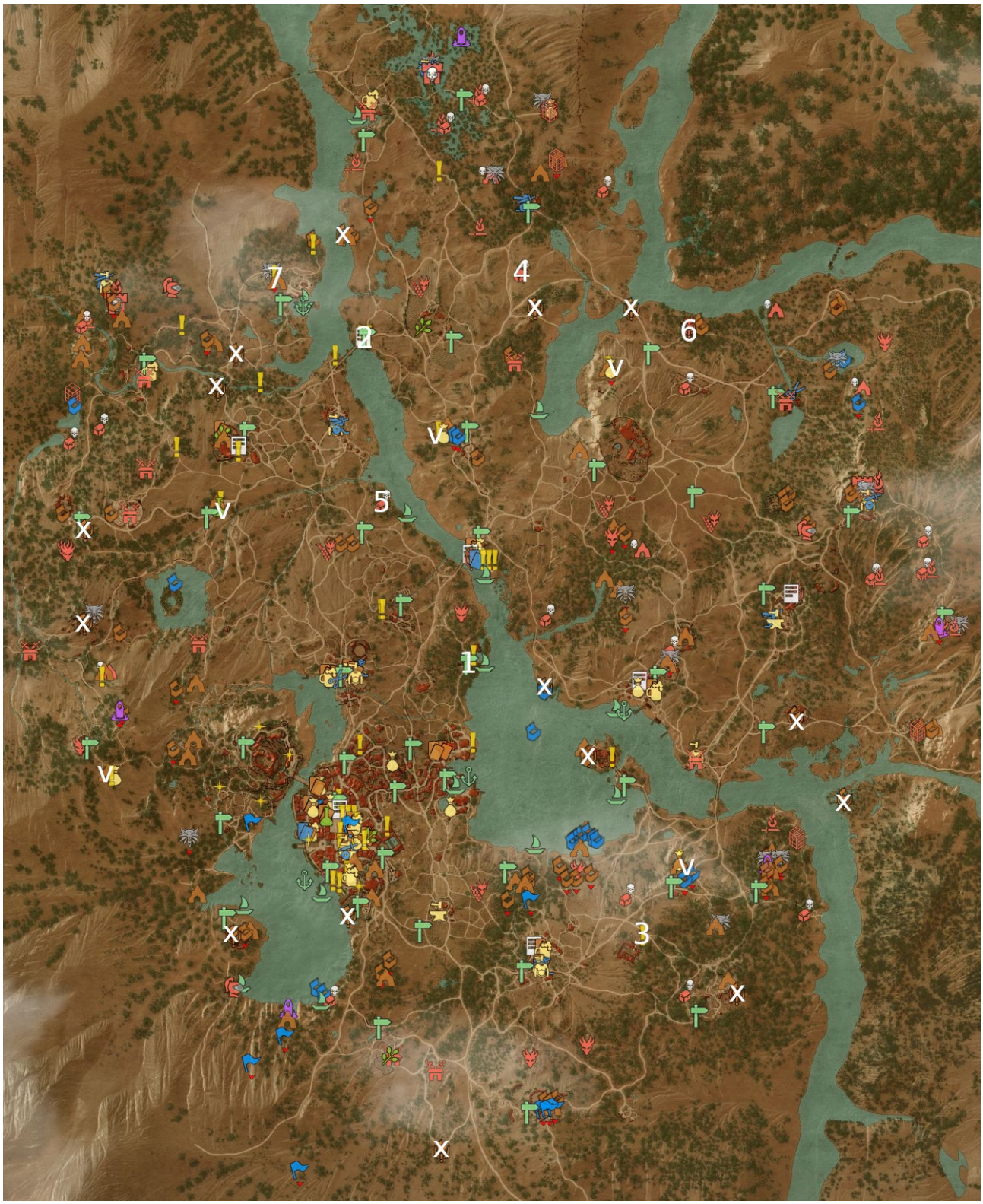
2.3 Novigrad Map (#N)

2.4 Oxenfurt Map (#O)

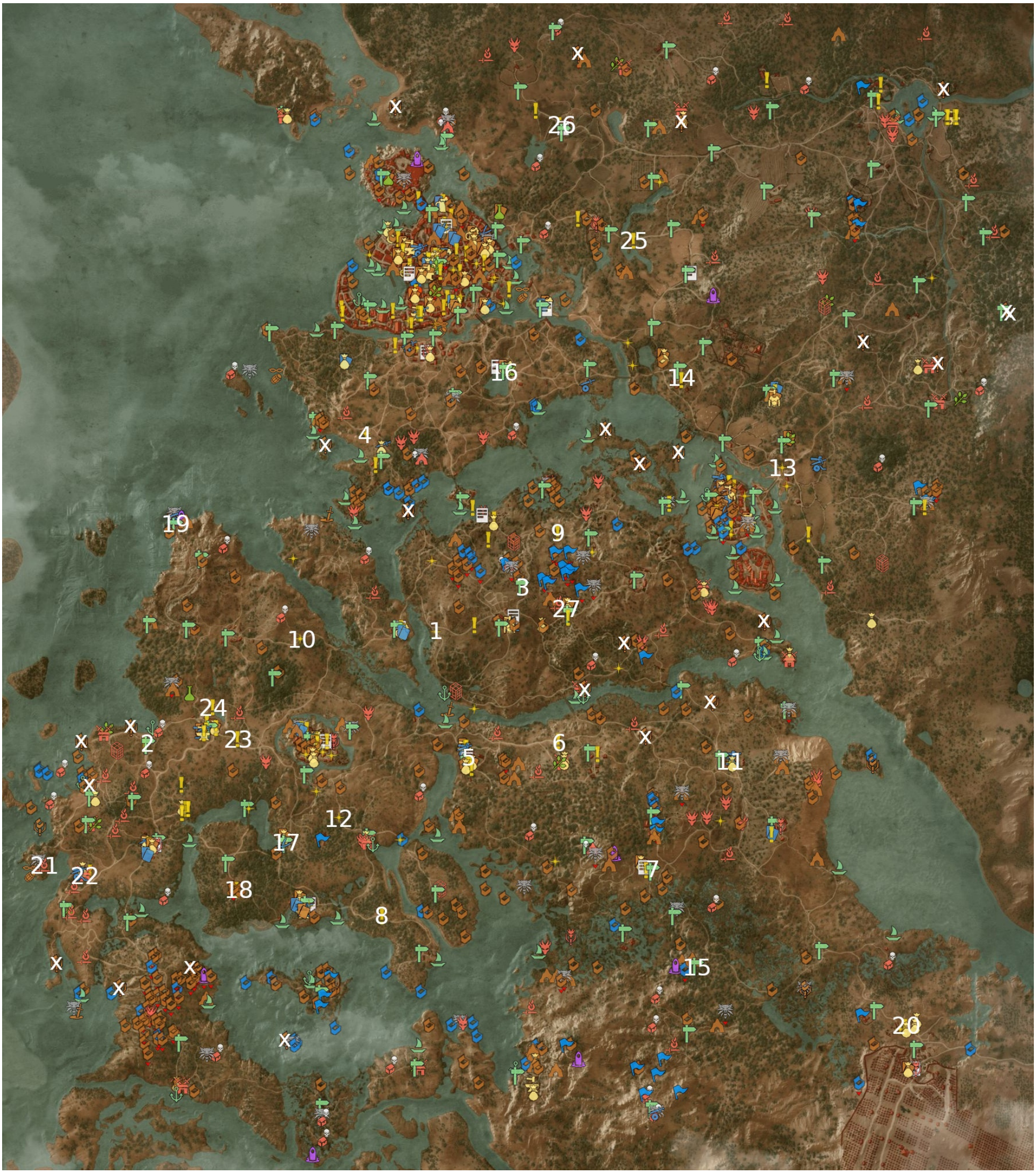
2.5 Skellige Map (#S)



2.6 Toussaint Map (#T)



2.7 Velen and Novigrad Map (#V)



2.8 White Orchard Map (#W)

3 Missable Quests and Content

This section describes all missable content in the game except treasure hunts. Some optional content is included in this section if it is recommended to do.

Follow these instructions closely and do **not** free-roam until this guide explicitly mentions that you can free-roam on a certain map. If you decide to free-roam at your own risk, at least make sure that you only visit areas that you've already explored and you don't come across a yellow star or a sign (!). Signs that are already visible on your in-game map and yellow stars and signs that you already have done are safe.

If you go to a map marker, go in a straight line (use your green marker in-game). Else follow the path that the current quest recommends. If there are multiple quest objectives, make them one-by-one in order unless stated otherwise. Sometimes the game will auto-select a wrong objective or quest. Make sure, you always pick the correct one. Fast travel whenever possible.

Mark every book etc. you get as read. Stash every item that has a unique name, sell everything else. You get the best prices at master armorers and smiths (although this guide will unlock the grandmaster armorer before unlocking any of the two masters). If you don't have the grandmaster yet, go to Novigrad or Kaer Trolde or just stash it. Brew everything you can.

Wear the strongest armor you find until the point where you can craft cat armor. Cat armor is not missable, but is still part of this section, because it would be quite tough to not have it in your play-through.

Be careful when looting in an area you are free-roaming in general, because you may miss a treasure hunt quest (including witcher gear quests). See section "Treasure Hunts" for details.

At some points in this guide, there is a complete quest list provided to you. At such a point, the list of open quests in your in-game journal should exactly match the one in this guide. The amount of quests in each category is shown in braces. You shouldn't need these lists. They are just there in case you want to be on the extra safe side.

If you need some XP, because you have trouble with a fight (especially on deathmarch), go to an area where you can free-roam and do some optional points of interest. Or just buy better weapons.

3.1 Main Menu

Choose to simulate a Witcher 2 save.

3.2 Kaer Morhen (Kaer Morhen)

Just play (choose 1 in dialogues).

3.3 Lilac and Gooseberries (Flieder und Stachelbeeren)

Fight. Follow Vessemir. [2,1] Follow Vessemir. [2] Buy all gwent cards. [1,4] Speak with scholar Aldert Geert (gwent tutorial). [4,1] Speak with Gaunter o'Dim. [1,1,1,2] Go outside. Fight. Collect the notice board.

3.3.1 Twisted Firestarter (Durchgeknallter Brandstifter)

Go to nearby smith Willis (! on your minimap). Just play (choose 1 in dialogues).

3.3.2 Precious Cargo (Kostbare Fracht)

Go to the signpost near #W2 and then to #W1 to start the quest. Just play (choose 1 in dialogues). Save after the quest has started. Loot the drowners and make sure you get a drowner brain (if not, reload your save). Just play. Quest fails if you let him escape. Quest completes. Follow parent quest. Go to the herbalist as soon as possible.

3.3.3 The Beast of White Orchard (Die Bestie von Weißgarten)

Speak with the herbalist at #W2. [2,2,1,2] Go to #W3. Do "*A Frying Pan, Spick and Span (Eine blitzblanke Bratpfanne)*" (optional quest, just play). Go to Mislav. Just play (choose 1 in dialogues). Investigate everything at the griffin nest. Don't go back to Vessemir yet.

3.3.4 On Death's Bed (Auf dem Sterbebett)

You should have all the ingredients (loot the herbalists hut or buy from her if not). Brew it. Just play (choose 1 in dialogues).

3.3.5 Missing in Action (Im Kampf gefallen)

Stash everything you can before this quest, because the loot will fill your inventory. Just play. Find the brother. [2]

3.3.6 Devil by the Well (Teufel beim Brunnen)

Just play (choose 1 in dialogues). Go to the location at night time. Just play.

3.3.7 Quest List

Main (3): *Collect 'Em All (Sammle sie alle), Lilac and Gooseberries (Flieder und Stachelbeeren), The Beast of White Orchard (Die Bestie von Weißgarten)*

3.3.8 The Incident at White Orchard (Der Vorfall in Weissgarten)

Continue with parent quest. [1,1,2,1] [1,1] Fight. [2] Collect the griffin trophy. Just play (choose 1 in dialogues). Go to Vizima. You can now free-roam White Orchard.

3.4 Imperial Audience (Kaiserliche Audienz)

[2,2,1,1,1,2,2] (spare Aryan, side with Vernon, save Triss, save Sile, spare Letho) Choose Cloths. [1,1,2] Just play. [1,1,2] Speak with Yen. [2,1,1] Go to the well and play gwent (hard match, you may need a few tries).

3.5 The Nilfgaard Connection (Die nilfgaardische Verbindung)

Go to Velen. Access the stash in White Orchard until you unlock one in Velen.

3.5.1 At the Mercy of Strangers Part 1

Go to #V1 collecting the notice board on your way. Help him. Continue with parent quest. Collect the notice board. Speak with the innkeeper. [2,2] [1] Buy gwent cards from him. Just play (choose 1 in dialogues, examine everything). In case you get a dialog at #V10, this is group 1 in the quest "*Looters*".

3.6 Lynch Mob (Lynchmob)

Go to #V2. Speak with the peasants. [1,1] Kill them. [1]

3.7 Hunting a Witch (Hexenjagd)

Collect the notice board. Buy gwent cards from the merchant near the notice board and play gwent with him. Buying saddle bags is recommended. Buy both maps from the nearby armorer and play gwent with him. Speak with the woman near the armorer. Just play (choose 1 in dialogues). Speak with Keira. [1,1,1,2,1,1,1]

3.7.1 Wandering in the Dark (Wanderung im Dunkeln)

Just play (choose 1 in dialogues). Near the second message from Avallac'h, jump down the pit. Inspect the two horse-drawings.

3.7.2 Magic Lamp (Magische Lampe)

Solution (numbered from left to right): 3,2,4,1; Secret room beside the lamp; Go out. [1] Take the boat to fast travel. Don't go to the south-west signpost.

3.7.3 An invitation from Keira Metz (Eine Einladung von Keira Metz)

[1,1,1,1] Quest completes. You need Axii upgrade level 1. Fast travel to #V3 and go north. Go to the notice board in the northwest, but stay on the path (going north at first). Don't trigger the fight on the battlefield (south of the notice board). Collect the notice board and speak with the guard at the border post. [1,2] Speak with the signed (!) NPC near the notice board. [1,2,1,2,3]

3.7.4 Quest List

Main (6): *Bloody Baron (Blutiger Baron), Destination: Skellige (Reiseziel: Skellige), Evil's Soft First Touches (Der zarte Hauch des Bösen), In Ciri's Footsteps (In Ciris Fußstapfen), Ladies of the Wood (Herrinnen des Waldes), Pyres of Novigrad (Scheiterhaufen in Novigrad)*

Secondary (6): *A Towerful of Mice (Ein Turm voller Ratten), Collect 'Em All (Sammle sie alle), Fake Papers (Falsche Papiere), Playing Innkeeps (Spiele gegen Wirte), Thou Shalt Not Pass (Du kannst nicht vorbei), Wild at Heart (Wildes Herz)*

Contracts (3): *Jenny o' the Woods (Hanna aus den Wäldern), Missing Brother (Der vermisste Bruder), Woodland Beast (Monster im Wald)*

Treasure Hunts (3): *Griffin, Griffin Upgrade 1, Griffin Upgrade 2*

3.7.5 At the Mercy of Strangers Part 2

Swim through the lake straight to #V4 and unlock the signpost on the way. Speak with Hans Verdun. [1] Go to the signpost north of #V4. Go to the notice board north east and collect the two signposts nearby. Go to your stash chest and collect the next signpost (south east of your stash). Collect all three notice boards in Novigrad (from the southmost to the northmost). Speak with the signed (!) NPC near the first notice board. Quest "*Black Pearl (Eine schwarze Perle)*" starts. Cutscene triggers when entering "Hierarch Square (Platz des Hierarchen)". Play gwent with Vimme Vivaldi (the bank owner, south-west corner of "Hierarch Square"). North of the bank, buy the two maps from the merchant. Go to the merchant in the house near the third notice board and buy everything that has a sign (!) nearby. Don't play gwent with him. It's too hard for now.

3.7.6 Hazardous Goods Part 1 (Gefahrgut)

Go to #V2 and travel east to #V5 collecting all the signposts on the way. At the "Blackbough (Schwarzzweig)"-signpost, buy the map from the merchant and play gwent. In the same village, play gwent with the smith and buy his map. Don't go to the bloody baron yet (where the stash is). Collect the notice board at #V5. Buy everything with a sign (!) and every gwent card from the two merchants and the smith in #V5 and play gwent. Go to #V6. Fight. [1] Burn the wagon. Quest completes for now. Collect the nearby signpost and fast travel.

3.8 Bloody Baron (Blutiger Baron)

Buy every card and every item with a sign (!) from all the three merchants and play gwent. Also collect the notice board. Speak with the baron. Just play (choose 1 in dialogues). Don't put oil on Ciri's sword if you want to use a glitch to steal it later on. "*Ciri's Story: The King of the Wolves (Ciris Geschichte: Der Wolfskönig)*" completes. Back at the baron. [1,2,1] Just play "*Ciri's Room (Ciris Zimmer)"*.

3.9 Family Matters Part 1 (Familienangelegenheiten)

Just play. Examine both rooms. Play gwent with the baron as soon as you have the chance and use all of his dialogue options.

3.9.1 Gwent: Velen Players (Gwint: Spieler in Velen)

Collect all notice boards on the way. Before going to the fortune teller, go to the signpost near #V6. Travel to #V7 and play gwent with the merchant near the notice board. Then go to the fortune teller. [2,1] Just play "*The Truth is in the Stars (Die Wahrheit steht in den Sternen)*". Speak with the signed (!) NPC near the fortune teller. Optional quest "*Phantom of the Trade Route (Phantom der Handelsroute)*" starts. Continue with this quest. Quest completes. Continue with parent quest. The door of the pellar (Waideler) is blocked by a mob. Speak with them. [4,1] [1,1,1,1]

3.9.2 A Princess in Distress (Prinzessin in Not)

Just play. [1,1,1,1,1] Quest completes. Continue with parent quest. Read the bestiarium. Go to the baron. [1] Save him (second quest objective). Fistfight. [1,1,1,1,2,1,1,1,1] [2] Fight. Metamorphosis succeeds. Examine all, take all dialog options and just play. Speak with the baron about his family. [1] [1,1] [1,1,1] "*Ciri's Story: The Race (Ciris Geschichte: Das Rennen)*" completes. Find Tamara. Start from #V3 and go east. Collect the signpost on half the distance. "*Thou Shalt Not Pass (Du kannst nicht vorbei)*" completes. If the tax collector approaches you, see "The Taxman Cometh (Vorsicht, Steuereintreiber!)" (most likely only happens in NG+). Collect the notice board and play gwent with the nearby armorer. Go to Tamara. [2,2,2,3,1,1,2,2,1,1] Back to the baron. [1]

3.10 Misc Small Missable Quests

3.10.1 A Dog's Life (Ein Hundeleben)

Go to #V8. Don't let the dog die. Just play.

3.10.2 Death by Fire (Feuertod)

Go from #V3 to #V9. [1] Save her.

3.10.3 Looters

There are three groups. Go to the signpost near #V9 and then south to the yellow star (group 2). [1] Quest "*Cat Upgrade 2*" will progress when you loot the chest. For group 3 go to #V11 (start from the signpost in the south-east that you should have unlocked already). [1] Go to #V10 for group 1. [1]

3.10.4 Harassing a Troll

Go to the yellow star north of #V10. Fight. [2]

3.10.5 Highway Robbery

Go to #V12. Kill them.

3.10.6 Highwayman’s Cache

Go to the yellow star almost east of #V12. If the cutscene triggers, see “Deadly Crossing”. Go southeast to the signpost on the island and save the person in distress.

3.10.7 Man’s Best Friend

Go to the yellow star north of #V1. Start at the signpost west of #V1 to make sure that you don’t trigger the fight on the battlefield. Kill the dog. Help them. [1] Then go back the way you came from.

3.11 Ladies of the Wood Part 1 (Herrinnen des Waldes)

Go to #V7 and find the shrine. Kill the harpies on the way and loot their nest (if you don’t find them, you can do it later as well). Just play (choose 1 in dialogues). Get the speech. Don’t go back to the swamp village once you left it.

3.11.1 Gwent: Playing Innkeeps (Gwint: Spiele gegen Wirte)

Just play. Buy all gwent cards.

3.11.2 Gwent: Big City Players Part 1 (Gwint: Spieler der Großstadt)

Just play. Buy all gwent cards. Quest completes for now.

3.11.3 Quest List

Main (6): *Destination: Skellige (Reiseziel: Skellige), Evil's Soft First Touches (Der zarte Hauch des Bösen), Family Matters (Familienangelegenheiten), In Ciri's Footsteps (In Ciris Fußstapfen), Ladies of the Wood (Herrinnen des Waldes), Pyres of Novigrad (Scheiterhaufen in Novigrad)*

Secondary (13): *A Towerful of Mice (Ein Turm voller Ratten), Black Pearl (Eine schwarze Perle), Collect 'Em All (Sammle sie alle), Fake Papers (Falsche Papiere), Fists of Fury: Novigrad (Fliegende Fäuste: Novigrad), Fists of Fury: Velen (Fliegende Fäuste: Velen), Following the Thread (Auf der Fährte), High Stakes (Hohe Einsätze), Of Dairy and Darkness (Von Milch und Finsternis), Races: Crow’s Perch (Rennen: Krähenfels), The Fall of the House of Reardon (Der Fall des Hauses Rücker), The Volunteer (Freiwilliger), Wild at Heart (Wildes Herz)*

Contracts (16): *An Elusive Thief (Ein flüchtiger Dieb), Deadly Delights (Tödliche Wonnen), Doors Slamming Shut (Türen werden zugeschlagen), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Mysterious Tracks (Mysteriöse Spuren), Shrieker (Kreischling), Swamp Thing (Das Ding aus dem Sumpf), The Beast of Honorton (Die Bestie von Ehrendorf), The Creature from the Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Merry Widow (Die lustige Witwe), The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg), The Oxenfurt Drunk (Der Betrunkene von Oxenfurt), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)*

Treasure Hunts (12): *Cat, Cat Upgrade 1, Cat Upgrade 2, Cat Upgrade 3, Cat Upgrade 4, Griffin, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Wolf, Wolf Upgrade 2, Wolf Upgrade 4*

3.12 A Towerful of Mice (Ein Turm voller Ratten)

Travel by boat from the signpost west of #V8. There are three places of haunting outside the tower (blue flags on the map) and five inside with one of those in the basement. The place of haunting at the top floor is mandatory. [1,1,1,1,1,1,2,1] Don't trust her. Fight. Just play. [1] [1,1,1,1,1,1,1] Just play. [1,1,2,3,1]

3.12.1 A Favor for a Friend Part 1 (Ein Gefallen unter Freunden)

Outside there is the Pellar (Waideler). [1] Just play until you get back to Keira. Speak with her. [1,2]

3.12.2 The Fall of the House of Reardon (Der Fall des Hauses Rücker)

Just play (choose 1 in dialogues). Don't forget to explore the basement (cave marker on the map). Just play "*Ghosts of the Past (Geister der Vergangenheit)*" (choose 1 in dialogues). Both quests complete. Go to the mansion again and get your money if you want (find the key to the barn first in the side building).

3.13 Misc Small Missable Quests

3.13.1 Karmic Justice

Go to #N1 at night. Speak with the elves. [1] Don't let the merchant die.

3.13.2 Racists of Novigrad

Go to #N2. Speak with the peasants. [1,1] Go to the yellow star south of and very close to #N1. Speak with the peasants. [1] Fight. [2]

3.13.3 A Walk on the Waterfront (Spaziergang am Wasser)

Go to #N3. Speak with the peasants. Don't let him die. Choose 1 in all dialogues.

3.13.4 Never Trust Children Part 1

Go to #N4. Speak with the child. Fight.

3.13.5 Hidden Messages of the Nilfgaardian Kind (Versteckte Botschaften der nilfgaardischen Art)

Wait a few days. Go to #N5. You see a peasant stopping what he is doing and leaving. Geralt will make a comment. If he is not there, go back to the signpost, teleport and go back. In my case it took 6 times 23 hours. Search the archway with your witcher senses. This will start the quest. Play gwent with the two merchants and the smith you come across (before the first quest objective).

3.13.6 Strumpet in Distress

Go to #N6. [1] (if possible, else [3])

3.14 Pyres of Novigrad (Scheiterhaufen in Novigrad)

[1] Fistfight. [1,1,1,2,1] Speak with the beggar near the bank (twice). [2] [1] Just play (choose 1 in dialogues). Play gwent with the merchant. Dive. [1,2] Rats. [2,1] Fight. [2,1]

3.14.1 Suspicious Shakedown

Go to #N7. [1,2] (Choose 1 if you don't have Axii.)

3.14.2 Novigrad Dreaming (Träumen in Novigrad)

[1,1] Just play. [1,1] Outside. [1] Play gwent with the innkeeper and buy his cards. [1,1,1,1,2,1] In case two drunks approach you, this is the quest "*Drunken Rabble*" described in "*Cabaret (Kabarett)*". It is unlikely however that this happens so soon.

3.15 Broken Flowers (Die Mätressenliste)

Ask Zoltan about every woman. Just play in any order (choose 1 in dialogues). Play gwent with Elihal (the transsexual merchant). Play gwent with the innkepper near Marabella (the teacher). Choose to go with them at Molly's. Win the race. Collect the signpost at the mansion before fast travelling back with them. At Rosa var Attre just tell the guard that you are the swordplay instructor. Win the fights. Agree to give lessons. Immediately do the next quest.

3.15.1 Fencing Lessons (Fechtunterricht)

[1] Just play. [1] Fight (fun fact: does not scale in NG+). [1] [3] (or 1 if not possible) [1] Collect the notice board, play gwent with the innkeeper and buy her cards.

3.15.2 Haunted House (Das Spukhaus)

Pick it up from the notice board in Novigrad. Just play. Finish parent quest (choose 1 in dialogues).

3.16 Get Junior (Finde Junior)

[2] [2] Fight. [1,1,1,1,1,1,2,3,1,2] Gwent. Loot the dead bodies if you want. Immediately do the next quest.

3.16.1 The Gangs of Novigrad (Die Banden von Novigrad)

You have to manually switch back to this quest multiple times, because the game auto-selects the parent quest. [1] Just play. Don’t let the dwarfs die (at least one must survive or the quest fails). Speak with Rico (in the casino, top floor). [1,1] Just play “*Honor Among Thieves (Ehre unter Dieben)*”. Play gwent with the three merchants on the way and buy the book with the sign (!). Quest complete. Continue with parent. Before going to the arena, you should consider buying a new steel sword, because this fight is hard (especially on deathmarch). Sometimes you can save between two fights. Quest complete. Continue with parent. Speak with Dijkstra. [1,1] Fast travel to the “Vegelbud’s Mansion (Anwesen der Vegelbuds)”-signpost north of Oxenfurt and go from there to Vernon Roche. [1,1] Don’t fast travel. Go south to the herbalist and play gwent (signpost north of #V13). Go to #V13. Meditate if necessary and talk to the soldiers. [1] Fight. Quest “*The Most Truest of Basilisks*” completes. Just play. [1] In the chess club. [1,1,1,1,1] Play gwent with the smith you come across (south east in Oxenfurt). [2] Fight. [2,1] [2] Just play. “*Ciri's Story: Visiting Junior (Ciris Geschichte: Besuch bei Junior)*” completes. [1,3,1,1] Just play (choose 1 in dialogues). “*A Favor for Radovid (Ein Gefallen für Radovid)*” completes. Continue with next quest.

3.16.2 Gwent: Big City Players Part 2 (Gwint: Spieler der Grossstadt)

Just play.

3.16.3 Redania's Most Wanted Part 1 (Die meistgesuchte Frau Redaniens)

Just play (choose 1 in dialogues). Explore the cave completely, get the crystal and go back. [2,1] Fight. Take the witcher gear diagram behind the breakable wall.

3.16.4 Count Reuven's Treasure (Graf Reuvens Schatz)

[1,2,1] [1,1,1,1,2,1,1] Just play (choose 1 in dialogues). Choose 1251 on the right. [1,2,1,2,1] Choose option 1 until you sit at the table. [1,1,3,2,1] Fight. [1,2,1] Go out of the door in Menge’s room. Just play (choose 1 in dialogues).

3.17 The Play's the Thing (Mit einem Stück zum Erfolg)

[1,1,1,1,1,1,1,2] [1] [1,1,2,3] Do the optional quest objective first. Just play (choose 1 in dialogues). The play begins. [2,1,2,2,1] The play ends. [1,2,1,1,2] Irina remarks that you made no mistake. You get 10% discount of all merchants in Novigrad from now on.

3.18 A Poet Under Pressure (Ein Poet in Nöten)

[1,2,2] [2,2,1] Gwent. Stay and fight. Just play (choose 1 in dialogues). In this Ciri quest, you can steal her sword if you want and if the version of your game allows it. Just look for a video showing the glitch (this cannot be described in textual form I think). Be careful not to break your game. But if you follow this guide closely afterwards, you should be safe (tested on Nintendo Switch v4.04b). “*Ciri's Story: Breakneck Speed (Ciris Geschichte: Halsbrecherisches Tempo)*” completes.

3.19 Witcher Gear Treasure Hunt: Cat

As explained previously, this is optional (theoretically), but you should have that armor (in NG+, you want the legendary one). Don't forget to collect the northernmost signpost. Go to #N8 and then along the west side of the houses and follow the path. Defeat the golem and take the path to the left. The statues must look to the center. Dive for the key. Go back and continue. Fight the boss with your steel sword. Speak with the widow in "*The White Lady (Die Weiße Dame)*". Back to parent quest. Fight the bandits and explore the tower. Next location. Start on the south end of Novigrad, go west and collect the two signposts on your way. You can collect the guarded treasure on the island and the smuggler cache. Quest completes. Craft the cat armor and swords and wear them as soon as you reach level 17. This guide will also instruct you to collect the upgrade diagrams when it's time.

3.20 An Eye for an Eye (Auge um Auge)

Just play, choose 1 in dialogues and keep Ves alive. Collect the notice board. Fun fact: You can fast travel to the village after starting the quest. Makes the fight much easier.

3.21 Cabaret (Kabarett)

Cutscene. Just play (choose 1 in dialogues). Run away from the fight (don't hit on NG+, because the fight doesn't scale). Go by foot. On your way, two drunks will talk to you (near the harbor notice board). If they are not there, meditate. [2] Quest "*Drunken Rabble*" completes. [1] Fistfight. [1,1] Win the race. [1,1,2] [1,1,1]

3.21.1 Carnal Sins (Fleischliche Sünden)

Just play. Examine the corpse completely. Just play the objectives in order from nearest to furthest away. Choose 1 in all dialogues until you get to the brothel. [2,2,2,2] Speak with her. Just play. [2,1] Fight. [1]

3.21.2 A Dangerous Game (Ein gefährliches Spiel)

Just play. Fight, find the book and go back. Play gwent (starts the quest "*Gwent: Old Friends (Gwint: Alte Freunde)*"). [1,1,1,2,1] Play gwent to get the first card. Speak with Zoltan again. [1,2,2,2] Make sure to find the statuette to start the quest "*The Soldier Statuette (Die Statuette des Soldaten)*". It is on a cupboard. Just play (choose 1 in dialogues). There is no time-limit during the chase.

3.22 Misc Small Missable Quests

Just play the quests "*The Soldier Statuette (Die Statuette des Soldaten)*" and "*The Nobleman Statuette (Die Statue des Adligen)*". Don't interact with Triss in any other way.

3.22.1 Witch Hunter Raids

Go to #N9. [1]

3.22.2 A Barnful of Trouble (Eine Scheune voll Ärger)

Fast travel to the signpost in the north-east of #V14 and go to #V14. [1,1] Examine the dead bodies before going back outside. [2,1]

3.22.3 Strangers in the Night

West of #V14 there is a yellow star (the south one). [1,1,1,1]

3.22.4 A Warm Welcome

Go to the other yellow star. [1,2] (or choose 3 to start a fight)

3.22.5 A Feast for Crows (Krähenfest)

Go to #N10. Follow the scent. Just play. [2]

3.22.6 Gwent: Old Friends Part 1 (Gwint: Alte Freunde)

Play gwent with Roche (and only with him).

3.22.7 Hazardous Goods Part 2 (Gefahrgut)

Go to the yellow star south of #V11. Speak with him. [1] Burn him.

3.22.8 Deadly Crossing

There are three groups. For group 1, go to the yellow star east of #V12. [2] Go to the yellow star north of #V5 for group 2. You'll notice nothing, but that's perfectly normal. Fast travel anywhere, meditate for a three days and come back again. Buy the sword if you can (525 coins) and get another one by killing them. Go to #V7 and then to the yellow star west of it to find group 3. Collect the signpost on the way. Kill them.

3.22.9 Caravan Attack

Go to the yellow star southeast of #V3 and northeast of #V6. Kill the bandits. [2]

3.22.10 Quest List

Main (6): *Destination: Skellige (Reiseziel: Skellige), Envoys, Wineboys (Gesandte und Männer des Weins), Evil's Soft First Touches (Der zarte Hauch des Bösen), Family Matters (Familienangelegenheiten), In Ciri's Footsteps (In Ciris Fußstapfen), Ladies of the Wood (Herrinnen des Waldes)*

Secondary (17): *A Favor for a Friend (Ein Gefallen unter Freunden), A Matter of Life and Death (Eine lebenswichtige Angelegenheit), Black Pearl (Eine schwarze Perle), Collect 'Em All (Sammle sie alle), Enchanting: Start-up Costs (Verzauberung: Anfangskosten), Fake Papers (Falsche Papiere), Fists of Fury: Novigrad (Fliegende Fäuste: Novigrad), Fists of Fury: Velen (Fliegende*

Fäuste: Velen), Following the Thread (Auf der Fährte), Forefather's Eve (Das Ahnenfest), Gwent: Old Friends (Gwint: Alte Freunde), High Stakes (Hohe Einsätze), Of Dairy and Darkness (Von Milch und Finsternis), Races: Crow's Perch (Rennen: Krähenfels), Redania's Most Wanted (Die meistgesuchte Frau Redaniens), The Volunteer (Freiwilliger), Wild at Heart (Wildes Herz)

Contracts (16): *An Elusive Thief (Ein flüchtiger Dieb), Deadly Delights (Tödliche Wonnen), Doors Slamming Shut (Türen werden zugeschlagen), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Mysterious Tracks (Mysteriöse Spuren), Shrieker (Kreischling), Swamp Thing (Das Ding aus dem Sumpf), The Beast of Honorton (Die Bestie von Ehrendorf), The Creature from the Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Merry Widow (Die lustige Witwe), The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg), The Oxenfurt Drunk (Der Betrunkene von Oxenfurt), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)*

Treasure Hunts (11): *Cat Upgrade 1, Cat Upgrade 2, Cat Upgrade 3, Cat Upgrade 4, Griffin, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Wolf, Wolf Upgrade 2, Wolf Upgrade 4*

3.23 Destination: Skellige (Reiseziel: Skellige)

Go to the inn near the harbor notice board. Speak with the guy at the bar. You need 1000 coins. Fight. [2,1,1] Behind the shipwreck, loot the body of the dead captain. You'll get your money back. Loot the shipwrecks. Buy the six maps from the merchant you come across (1100 coins total). At the harbor. [1,1,1,1,1] Quest completes. Collect the notice board. Play gwent with the herbalist and the innkeeper and buy cards.

3.23.1 The King is Dead - Long Live The King (Der König ist tot – lang lebe der König!)

[1,1] [2,2,1] Race. [1] [1,1] Fistfight. [1] Speak with all named guests and the two widows twice to get more character entries (no quest impact). [1] Fight. [1] Take the cup. [2,1,1,1,1,2,4,1] Quest completes. Go to the smith and the armorer in Kaer Trolde. Play gwent with both and buy all signed (!) items (meditate if necessary).

3.23.2 The Phantom of Eldberg (Das Phantom von Eldberg)

Fast travel to #S1. Collect the notice board. The quest is in your journal. [1,1] [1,1] Play gwent with the innkeeper and buy his cards. Go to the lighthouse by foot (the route is buggy, so go straight). Play gwent with the smith on the way. Examine the two dead bodies on the way (fight the ghosts first if necessary). [1,2] Examine everything inside and outside of the lighthouse. Read the bestiarium. [1] Fight. [2] Go back. [1,3] [1]

3.23.3 Stranger In A Strange Land (Fremder in einem seltsamen Land)

[1] Speak with the guard. [2] Go back in the cave and speak with the NPC. [1,1,1] Speak with the guard again. [2] [1,1,2]

3.23.4 The Cave Of Dreams (Die Höhle der Träume)

Play gwent with the smith and the armorer. Collect the notice board on the way. You can do "*Farting Trolls*" now to get the troll decoction early. Again the route is buggy, just go straight along the coast. Just play. [3] (or 1 if not possible) [1,1,1] Fight. [1] Just play.

3.23.5 An Unpaid Debt (Eine unbeglichene Schuld)

Go back along the coast to the signpost and play gwent with the merchant. Go to the inn at Kaer Trolde harbor and meditate in front of the door (the right door, not the left one). For me it took 8 times 23 hours for the NPC to appear, so be patient. It can help to fast travel away and back. He leans against the wall beside the door. [1] Go to #S2 and collect the notice board. Just play. [1] Fight. [2]

3.23.6 Echoes of the Past (Echo der Vergangenheit)

Go there by foot (routing is buggy again) collecting the signpost and the notice board and play gwent with the merchant near the notice board. Just play (choose 1 in dialogues). Yen levitates the tree. [1,2]

3.23.7 Practicum In Advanced Alchemy (Praktikum in fortgeschrittener Alchemie)

Progress "*Gwent: Skellige Style (Gwint: Skelliger Stil)*" first (play gwent once), then go to the druid Gremist (second quest objective). Don't be scared if you are underleveled, I did it on level 16 (level 72 on NG+). Speak with the sitting druid, then the other one. [1,1] [1,1,1] At the first objective. [1] Meet the Succubus (Sukkubus). [2,1] Do the distillery next. Fight. Fill in the mash, ignite the fire, pull the right lever, then the left one. Just play (choose 1 in dialogues). Quest completes. Speak with the other signed (!) druid nearby (west of the signpost). Quest "*Shock Therapy (Schocktherapie)*" starts.

3.23.8 Gwent: Skellige Style Part 1 (Gwint: Skelliger Stil)

Just play. Crach however (the one at Kaer Trolde) cannot be played for now (most likely a bug).

3.24 Misc Small Missable Quests

3.24.1 Call of the Wild

Go to the yellow star east of #S1 at night. Kill the werewolf and the other wolves.

3.24.2 Never Trust Children Part 2

Meditate till day. Go to the next yellow star to the east. Talk to the child. Fight.

3.24.3 Siren's Call

Go to the yellow star in the north east. Help him. [1] Go east to the nearby signpost.

3.24.4 Farting Trolls

Fast travel to the signpost south of #S3 and go to #S3. You can clear the bandit camp on the way and collect the witcher gear in #S3. Kill the trolls to complete the quest. Go to the north west signpost. I would recommend brewing the troll decoction now (in German, it’s called “Troll Absud”, but I call it “Troll Absurd”, because it’s absurdly overpowered).

3.24.5 Yustianna Disturbed

Go to the already unlocked signpost southeast of #S4 (where the druids are). Go to the next signpost northwest. Then over the mountain to the signpost north of #S9. Then to #S4. Go into the cave, don’t interact with the wall yet, kill the bandits and loot the cave (you can now interact with the wall).

3.24.6 *For Fame and Glory (Für Ruhm und Ehre)*

Go to #S5. Collect the notice board on the way and play gwent with the innkeeper, the merchant and the armorer. At #S5, keep both of them alive.

3.24.7 Woe is Me

Fast travel to the unlocked signpost south of #S6 and go west to the nearby village. Play gwent with the merchant and the smith. Collect the notice board. Go to #S6. Help him. Fight.

3.24.8 *Iron Maiden (Eiserne Jungfrau)*

Go to the signpost near #S7. Play gwent with the smith and the innkeeper and buy his cards. Go to #S7 (there is a path to the top from the south of the mountain). Speak with her. Just play (choose 1 in dialogues).

3.24.9 The Four Faces of Hemdall

Go to the yellow star east of #S7. [1] Fight. [1]

3.24.10 *Flesh for Sale (Fleisch zu verkaufen)*

Go to #S8. [2,2] Fight. The quest appears. Just play.

3.24.11 The Price of Honor (Der Preis der Ehre)

Go back to the other village on the island and speak with the signed (!) NPC. Just play. Before going back, dive to the blue flag and get the jewels. [1]

3.24.12 *Hard Times (Harte Zeiten)*

Go to #S9. Fight. Examine the wagon. Just play. [1,1]

3.25 Possession (Liebling der Götter)

Collect the notice board. Play gwent with the merchant, the smith and the innkeeper and buy his cards. [1] At the haunted house, go into the first room to the side, find the basement key, break the barrier and go to the mountain top to find a place of power. Go to the basement and loot. Just play (choose 1 in dialogues). Before diving, collect the hidden treasure on the way. Dive and just play "*Not Only Eagles Dare (Nicht nur für Adler)*". [1,2,1,2,1,2,2,1,1,1] Just play. [1,1,2] Fight. [1,1]

3.26 The Lord of Undvik (Der Herr von Undvik)

Fast travel to the island. Examine everything, but do not free-roam. Do the quest objectives in order and strictly follow the given route. Speak with the stranger in the shipwreck using all gray options first and then option 1 three times. Go north and on the left side there are some planks that have the nails. Speak with the stranger and give him the nails. Make sure to collect the horn in front of the cave (makes defeating sirens much easier from now on). In the cave, follow the blood trail (the route is misleading here). Reach the trolls at the couldron. [1,3,1,2,1] Don't let anyone die. Go back to the camp (second quest objective) and follow the boat trail. Head into the village (second objective again). You can kill the harpies in the cave if you want and loot (optional). Don't collect loot near the forge or in the village. [1] [1] Avoid walking on snow and free him. Fight. [1,2] 10% discount from merchants in Skellige from now on. Loot the cave. Fast travel.

3.27 King's Gambit (Die List des Königs)

[2] [1] Stand still and wait for the sign (!) to appear. Make sure to do all the fistfights. [1,1] Fight with silver sword. [2,1,2,3,1] Just play (choose 1 in dialogues). Use the place of power in the hidden passage. Race. Quest "*Coronation (Die Krönung)*" autocompletes.

3.28 Misc Small Missable Quests

3.28.1 *Gwent: Skellige Style Part 2 (Gwint: Skelliger Stil)*

Just play.

3.28.2 *Crime and Punishment (Schuld und Sühne)*

Travel to #S10 by boat (or swim) from Kaer Trolde harbor. [1] Go to the signpost north of #S9 using the signpost west of #S10. Go to #S11. Speak with his sister. [1,1]

3.28.3 *Brave Fools die Young (Tapfere Toren sterben jung)*

Go from #S2 to the southwest signpost. Play gwent with the merchant and the smith. Go to the southeast signpost and then to #S12. [1,1]

3.28.4 *Finders Keepers (Des Finders Freud?)*

Go to #S4, then to the coast, collect the signpost and then to #S13. Fight. Just play.

3.28.5 Free Spirit (Freigeist)

You need to have five books. Buy “The Cult of Freya (Der Kult der Freya)” from the alchemist near the northernmost signpost in Novigrad (choose 1 in his initial dialog) and play gwent with him. You should already have all other books, but just in case. “The Curious Cases of Virtuous Vegga (Die erstaunlichen Fälle der virtuosen Vegga)” is sold by the merchant near the northernmost notice board in Novigrad. The easternmost merchant on the island of Novigrad sells “Change your life! A Handbook (Ändere dein Leben! Ein Handbuch)”. Buy “Tristianna and Isador (Tristianna und Isador)” from a merchant near #V5. “Religion and Life (Religion und Leben)” can be bought from a merchant in Crow’s Perch (Krähenfels) where the bloody baron lives. With all books go to #S14. Be fast and ensure that the man in the blue shirt survives. [1] Hand the books over one by one (not all in one go).

3.28.6 *The Sad Tale of the Grossbart Brothers (Die traurige Geschichte der Großbart-Brüder)*

Go to the signpost north of #S6. Speak with the signed (!) NPC there. [1] [1] Keep him alive. You can loot the cave.

3.29 Missing Persons (Vermisste)

You can collect the two signposts on the south of the island if you want. [2] [1,1,1,1,1,3]

3.29.1 In Wolf's Clothing (Im Wolfspelz)

Speak with the NPC at the harbor. [1,1,2,3] Back to the garden. [1] From the platform where Yen is standing, look at the house and go down on the right side. Go through the open gate to the back side where the flood gates are. Make this quest active again. Go further to fight with the werewolf in a cave. [1,1,5] Examine and loot the cave. Back at the flood gates. In the middle you can see the gate you have selected and the left lever opens it. Open the rightmost gate. Dive into the flooded cave. Go back to Yen and into the house. Examine everything. Back to the harbor. [1,2,2,2] To the cave again. [3,2] Kill him as he leaves. Collect your rewards.

3.29.2 Nameless (Namenlos)

Open the middle flood gate. Open the door, then jump down, loot the yellow glowing dead body (using witcher senses), open the door and then examine the red glowing dead body. [2,1,2,1] Just play (choose 1 in dialogues). “*The Calm Before the Storm (Die Ruhe vor dem Sturm)*” completes. Don’t go with Yen. Just play “*A Mysterious Passenger (Ein geheimnissvoller Passagier)*”.

3.29.3 The last Wish (Der letzte Wunsch)

[1,1,1] Just play. At the mountain top. [2,1,1] Examine everything. [1] Fight.
~~Happy Ending: If you want a happy ending with Triss (and not Yen), choose [1,1,2,1] in the dialog.~~
[1,1,1,1,1] You can now free-roam Skellige.

3.29.4 Redania's Most Wanted Part 2 (Die meistgesuchte Frau Redaniens)

Speak with Triss in Novigrad. [1,1,1,2,2] Go to the king. [1] [1]

3.30 The Whispering Hillock (Der Flüsterhügel)

Go from #V7 to #V15 collecting the signpost in between. Go into the cave. [1,1,2,3,1] Just play. [1]

3.30.1 Ladies of the Wood Part 2 (Herrinnen des Waldes)

Fast travel to #V7 and go from there. Just play (choose 1 in dialogues). "*Ciri's Story: Fleeing the Bog (Ciris Geschichte: Die Flucht aus dem Sumpf)*" completes.

3.30.2 Family Matters Part 2 (Familienangelegenheiten)

[1,1,2,1,1,1,1,1,1] [1,1,1,1] "*Ciri's Story: Out of the Shadows (Ciris Geschichte: Aus den Schatten)*" completes.

3.30.3 Return to Crookback Bog (Rückkehr in den Buckelsumpf)

Just play (choose 1 in dialogues).

3.30.4 Fake Papers (Falsche Papiere)

Defend him. Just play "*Bitter Harvest (Makabere Ernte)*". Go back to the merchant. [2,1]

3.30.5 Quest List

Main (3): *Envoys, Wineboys (Gesandte und Männer des Weins), Evil's Soft First Touches (Der zarte Hauch des Bösen), Ugly Baby (Das hässliche Entlein)*

Secondary (21): *A Favor for a Friend (Ein Gefallen unter Freunden), A Hallowed Horn (Ein wertvolles Horn), A Matter of Life and Death (Eine lebenswichtige Angelegenheit), Black Pearl (Eine schwarze Perle), Collect 'Em All (Sammle sie alle), Enchanting: Start-up Costs (Verzauberung: Anfangskosten), Fists of Fury: Novigrad (Fliegende Fäuste: Novigrad), Fists of Fury: Skellige (Fliegende Fäuste: Skellige), Fists of Fury: Velen (Fliegende Fäuste: Velen), Following the Thread (Auf der Fährte), Forefather's Eve (Das Ahnenfest), Old Friends (Alte Freunde), High Stakes (Hohe Einsätze), Of Dairy and Darkness (Von Milch und Finsternis), Races: Crow's Perch (Rennen: Krähenfels), Shock Therapy (Schocktherapie), The Family Blade (Die Familienklinge), The heroes' pursuits: for the godess' glory! (Heldenrennen: Zu Ehren der Göttin!), The Nithing (Der Nidstang), The Volunteer (Freiwilliger), Wild at Heart (Wildes Herz)*

Contracts (24): *An Elusive Thief (Ein flüchtiger Dieb), Deadly Delights (Tödliche Wonnen), Doors Slamming Shut (Türen werden zugeschlagen), Dragon (Drache), Here Comes the Groom (Hier kommt der Bräutigam), In the Heart of the Wood (Das Herz des Waldes), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Missing Miners (Vermisste Bergleute), Missing Son (Der vermisste Sohn), Muire D'yaeblen (Muire D'yaeblen), Mysterious Tracks (Mysteriöse Spuren), Shrieker (Kreischling), Skellige's Most Wanted (Der Meistgesuchte von Skellige), Strange Beast (Seltsame Bestie), Swamp Thing (Das Ding aus dem Sumpf), The Beast of Honorton (Die Bestie von Ehrendorf), The Creature from the Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Merry Widow (Die lustige Witwe), The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg), The Oxenfurt Drunk (Der Betrunkene von Oxenfurt), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)*

Treasure Hunts (18): Bear, Bear Upgrade 1, Bear Upgrade 2, Bear Upgrade 3, Bear Upgrade 4, *Cat Upgrade 1, Cat Upgrade 2, Cat Upgrade 3, Cat Upgrade 4, Griffin, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Wolf, Wolf Upgrade 2, Wolf Upgrade 3, Wolf Upgrade 4, Wolf Upgrade 6*

3.31 Following the Thread (Auf der Fährte)

[1,1,2,3,4] Just play. [1,2] [1] [1] [1,1,1,1] [1,1,2,3,4,1,2,2] The quest marker is buggy. Go to Kaer Trolde and speak with Crach (in a room behind the main hall, medidate if he is not there). [1] Go to #S15. [1] Go back to Crach to get your reward. You will get a non-upgraded “Dimeritium Bomb (Dimeritiumbombe)” and a non-upgraded “Grapeshot (Karätsche)”. If you want, you can upgrade both bombs at least once beforehand to get even more bombs. By the way, don’t upgrade “Swallow (Schwalbe)” to the highest level in case you want a duplicate of that later on too. Just play. [1] [1,1,1,2,1] Fight. Play gwent with him as he walks away. Quest “*Gwent: Old Friends (Gwint: Alte Freunde)*” completes.

3.32 A Matter of Life and Death (Eine lebenswichtige Angelegenheit)

Just play (choose 1 in dialogues). Win the gwent tournament at the mansion (signed (!) on your map, win all matches, you cannot save in between). Quest completes. Go to the yellow star east of #N2 and northeast of #N9. Put out the fire using Aard. Fight. [1]

3.32.1 Now or Never (Jetzt oder nie)

This is the quest with the most loot in the game (I think). Empty your inventory. [2,1,1,1,2,1] Just play (there is no time limit). Make sure both survive. [1] [2] [2,1] Just play (and loot). [1] Fight. ~~Happy Ending: If you want a happy ending with Yen (and not Triss), choose [1,1,1,1] in the dialog.~~ [2,1,1,1] [1,2,2,1,1,1]

3.32.2 Novigrad, Closed City II (Novigrad, die gesperrte Stadt II)

This is not part 2, there are really two quests. Go to #N11 (fast travel to Hierarch Square). [1] The correct direction is northeast. [2] [2]

3.32.3 Novigrad, Closed City I (Novigrad, die gesperrte Stadt I)

Go to #N12. [1] Loot the two witch hunters. Find the other two keys. Kill the witch hunters and save him.

3.32.4 A Deadly Plot (Ein tödlicher Plan)

Just play (choose 1 in dialogues). Take the lamp at the cave entry. Don't loot the cave. [2,2] [1,2,3] Play gwent with him. "*Gwent: Playing Thaler (Gwint: Ein Spiel gegen Thaler)*" completes. You can now free-roam Velen and Novigrad.

3.33 Witcher Gear Treasure Hunts

3.33.1 Cat Upgrade 1

In Novigrad, the diagram is in the house on the top floor (route is misleading). Climb the ladder on the east side of the house. At the ruin, just collect the diagram from the chest at the top floor. Don't touch anything else. If you come across two NPCs in the cave, you've gone too far.

3.33.2 Cat Upgrade 2

Don't explore the cave any further. In Oxenfurt, go to the basement.

3.34 Ugly Baby (Das hässliche Entlein)

[2] [1,1,2,1] [1,1] You can now free-roam Kaer Morhen.

3.34.1 Disturbance (Störung)

Loot everything at the bottom of the stairs to Yen. "*The Witchers Forge (Die Hexerschmiede)*" starts. [1,1,1] Go to the boxes near Vessemir. [1,1,1,2,1]

3.34.2 Berengar's Blade (Die Klinge des Berengar)

Go to #K1. Loot and just play. Collect the signpost near #K2. You can loot the witcher gear, so that you don't have to go there again. Swim further down the river to be able to fast travel back.

3.34.3 To Bait a Forktail… (Wie man einen Gabelschwanz anlockt…)

You will get "Draconid Oil (Draconidenöl)" that is upgraded once. Make sure to upgrade yours to the highest level beforehand in order to get a duplicate (if you want). Buy all ingredients from herbalists (they also have the alchemy recipes) and alcohol from innkeepers. Fight the "Cockatrice

(Gorgo)" south west of #V26 on the west side of the small lake. Fast travel to another map and back for it to respawn. Just play (choose 1 in dialogues). You can loot the witcher gear in the cave. Win the race. [2]

3.34.4 The Final Trial (Die letzte Prüfung)

Just play (choose 1 in dialogues). Examine the dead body shortly after the house at the lake (starts the quest "*Monster Slayer (Monsterschlächter)*"). Swim through the lake and collect the signpost before going into the cave. Fight in the cave. Collect the place of power after the cave. [2] [1] [1] [1,1,1,1]

3.34.5 No Place Like Home (Zu Hause ist es am schönsten)

Go inside. [1,1,2,1,1,1,1,1,3,1] Gwent. Do all activities.

3.34.6 Va Fail, Elaine (Va Fail, Elaine)

Just play (choose 1 in dialogues).

3.34.7 A Favor for a Friend Part 2 (Ein Gefallen unter Freunden)

[1,1,1,1] Win the race. [1,2,1,1]

3.34.8 *For the Advancement of Learning (Zur Förderung der Bildung)*

[1,2,2,1,2] "*Brothers In Arms: Velen (Waffenbrüder: Velen)*" completes.

3.34.9 Brothers in Arms (Waffenbrüder)

Just play (choose 1 in dialogues) "*Brothers in Arms: Nilfgaard (Waffenbrüder: Nilfgaard)*", "*Brothers in Arms: Novigrad (Waffenbrüder: Novigrad)*" and "*Brothers in Arms: Skellige (Waffenbrüder: Skellige)*".

3.35 The Isle of Mists (Die Nebelinsel)

Don't loot the underwater treasure in Skellige. Just play (choose 1 in dialogues). You'll get fully upgraded "Swallow Potion (Schwalbe)" and non-upgraded "Thunder Potion (Donner)" during the next quest. In case you already have upgraded thunder and the bombs at least once and you haven't upgraded swallow to the highest level yet, you now have even more to swallow (pun intended). You can throw the duplicates away if you want however.

3.35.1 The Battle of Kaer Morhen (Die Schlacht von Kaer Morhen)

Inside the castle. [1,2,1,1,1,1,2,1,1] Just play (choose 1 in dialogues).

3.35.2 Blood on the Battlefield (Blut auf dem Schlachtfeld)

[2,2,2,2] Snowball fight.
~~Happy Ending: In case you want the Ciri Witcher ending, choose [1,1,2].~~
[1,1,1,1] [1,2] [1,1]

3.35.3 Bald Mountain (Der kahle Berg)

Just play (choose 1 in dialogues). You can steal the key to the bald mountain if you want. Just look for a video showing the glitch (this cannot be described in textual form I think). Collect the place of power near the top of the mountain. After the boss fight on top of the mountain. [1,2] Loot the boss and consume the acorn immediately. Speak with Ciri. [1,1] [1,1,1]

3.35.4 Witcher Gear Treasure Hunt: Cat Upgrade 3

Just play. Don’t touch the object in the last cave that is red glowing with witcher senses.

3.36 Final Preparations (Letzte Vorbereitungen)

3.36.1 Through Time and Space (Durch Raum und Zeit)

Speak with Avallac’h (the elf). Just play (choose 1 in dialogues). Collect the place of power in the poisoned valley.

3.36.2 Payback (Zahltag)

Go with Ciri. Just play (choose 1 in dialogues).

3.36.3 The great Escape (Die große Flucht)

Speak with Yen. [2,1,1,1] Catch him. [1,1,2,1,1] Just play (choose 1 in dialogues). Play gwent with the innkeeper near your stash. Open the other cells before opening the main one.

3.36.4 Blindingly Obvious (Ganz offensichtlich)

Just play (choose 1 in dialogues). Troll. [2] Catch her. [1,1,1,1]

3.36.5 Warehouse of Woe (Ein Lagerhaus voll Sorgen)

Use the quest marker of “*Reason of State (Staatsräson)*” and speak with the signed (!) NPC nearby. [1] Examine the two hints in the warehouse before going out. [1,1,1]

3.36.6 Reason of State (Staatsräson)

Just play (choose 1 in dialogues). Unequip your swords and crossbow before going onto the ship. The king is dead. [1,2,1] Fight. Quest completes. Continue with parent. [1,2,1,3,1,2,2] Just play (choose 1 in dialogues).

3.36.7 It Takes Three to Tango (Aller guten Dinge sind drei)

If you need wine, just buy it from the innkeeper near your stash. Just play (choose 1 in dialogues).
~~Happy Ending: This quest is not available if you chose a happy ending with Triss or Yen.~~

3.37 Battle Preparations (Vorbereitungen für die Schlacht)

Just play (choose 1 in dialogues) until you receive the child quest.

3.37.1 The Sunstone (Der Sonnenstein)

Just play (choose 1 in dialogues). Don’t loot on the small island (you can loot inside the cave). Collect the place of power in the ancient underground ruins (after fighting the siren). The path splits. Go left and loot the hidden treasure. At the mirror puzzle start with the mirror that reflects the light from the source, flick the lever and continue with the mirror where the light shines to (twice).

3.37.2 Child of the Elder Blood (Kind vom Älteren Blut)

Just play. In the first timed dialog choose 2, for all other dialogues choose 1. Quest “*Skjall's Grave (Skjalls Grab)*” completes.

3.37.3 Veni Vidi Vigo (Veni, Vidi, Vigo)

Just play (choose 1 in dialogues). Continue with parent until next quest.

3.37.4 On Thin Ice (Auf dünnem Eis)

Just play (choose 1 in dialogues).

3.37.5 Tedd Deireadh, The Final Age (Tedd Deireadh, das Letzte Zeitalter)

Just play (choose 1 in dialogues). Inside the tower. [2,1,2,4]

3.37.6 Faithful Friend (Zuverlässiger Freund)

Go out of the inn. Chase the horse. [1]
~~Happy Ending: This quest is not available if you chose the Ciri Witcher ending.~~

3.37.7 Something Ends, Something Begins (Etwas endet, etwas beginnt)

Just play (choose 1 in dialogues). Go by foot.

3.38 Collect 'Em All (Sammle sie alle)

These three quests here are all not missable at this point, but they should be done now nevertheless to ensure that you really have all the gwent cards (excluding DLCs). Go to #S16. Play gwent with

the smith, the armorer and the innkeeper and buy his cards. Go to the merchant northwest of #V14, buy his cards and play gwent. Go to #V16 and play gwent with the innkeeper, buy his cards and collect the notice board. Go to #V17 and buy the cards from the merchant. The gwent book should now tell you that there are zero non-special cards remaining (if not, play gwent with the merchant at #V17). It also tells you that there are 4 cards in Novigrad and 1 on Skellige.

3.38.1 Shock Therapy (Schocktherapie)

Depending on where he is you either need to put out his fire, hit the pots or hit the bee nest.

3.38.2 High Stakes (Hohe Einsätze)

You need 1000 coins. Just play (choose 1 in dialogues). Win the tournament. Go to the back side of the warehouse to enter it. Collect all of the remaining notice boards.

3.38.3 Quest List

Main (2): *Envoys, Wineboys (Gesandte und Männer des Weins), Evil's Soft First Touches (Der zarte Hauch des Bösen)*

Secondary (17): *A The heroes' pursuits: for the godess' glory! (Heldenrennen: Zu Ehren der Göttin!), Black Pearl (Eine schwarze Perle), Enchanting: Start-up Costs (Verzauberung: Anfangskosten), Fists of Fury: Novigrad (Fliegende Fäuste: Novigrad), Fists of Fury: Skellige (Fliegende Fäuste: Skellige), Fists of Fury: Velen (Fliegende Fäuste: Velen), Forefather's Eve (Das Ahnenfest), Hallowed Horn (Ein wertvolles Horn), Monster Slayer (Monsterschlächter), Of Dairy and Darkness (Von Milch und Finsternis), Races: Crow’s Perch (Rennen: Krähenfels), The Family Blade (Die Familienklinge), The Nithing (Der Nidstang), The Tower Outta Nowheres (Der Turm aus dem Nirgendwo), The Volunteer (Freiwilliger), The Witchers Forge (Die Hexerschmiede), Wild at Heart (Wildes Herz), Without a Trace (Spurlos)*

Contracts (27): *An Elusive Thief (Ein flüchtiger Dieb), Deadly Delights (Tödliche Wonnen), Doors Slamming Shut (Türen werden zugeschlagen), Dragon (Drache), Here Comes the Groom (Hier kommt der Bräutigam), In the Heart of the Wood (Das Herz des Waldes), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Missing Miners (Vermisste Bergleute), Missing Son (Der vermisste Sohn), Muire D'yaeblen (Muire D'yaeblen), Mysterious Tracks (Mysteriöse Spuren), Patrol Gone Missing (Vermisste Patrouille), Phantom of the Trade Route (Phantom der Handelsroute), Shrieker (Kreischling), Skellige's Most Wanted (Der Meistgesuchte von Skellige), Strange Beast (Seltsame Bestie), Swamp Thing (Das Ding aus dem Sumpf), The Apiarian Phantom (Das Bienenphantom), The Beast of Honorton (Die Bestie von Ehrendorf), The Creature from the Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Merry Widow (Die lustige Witwe), The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg), The Oxenfurt Drunk (Der Betrunkene von Oxenfurt), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)*

Treasure Hunts (15): *Bear, Bear Upgrade 1, Bear Upgrade 2, Bear Upgrade 3, Bear Upgrade 4, Griffin, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Cat Upgrade 4, Wolf, Wolf Upgrade 2, Wolf Upgrade 3, Wolf Upgrade 4, Wolf Upgrade 6*

3.39 Envoys, Wineboys (Gesandte und Männer des Weins)

[1,1] Fight. [1,2] Loot. [1] Fight. [1]

3.39.1 The Beast of Toussaint (Das Biest von Toussaint)

Just play (choose 1 in dialogues). Collect the notice board near the inn and play gwent with the innkeeper. Palmerin (the knight) cannot die. After the fight in the arena. [2,1,1,2,1,2,1,1,1,1] [1] Use Axii on the “unicorn”. [1] Find the fish. You can optionally go to the grandmaster armorer already. If you want to do that, collect the signpost in the palace gardens, swim to #B5, go to the southeast signpost, then to the northeast one and then to #B3. You can also do the next quest already and upgrade your gear (highly recommended if you want to win the fight, do some optional quests to reach the level). Continue with this quest. [3,1] Fight the beast (winning gives 1000XP, but doesn’t really matter). [1,1,1,1] “*Blood Run (Auf der Spur)*” completes. Go to #B1 and play gwent. Give the boy 5 coins. Go to #B2 and play gwent. Collect the nearby notice board. Speak with the grandmaster armorer at #B3 (using all dialog options) and collect the signpost southeast of it. Also play gwent with the merchant and the herbalist near #B3.

3.39.2 Witcher Gear Treasure Hunt: Cat Upgrade 4

Just play. You can solve the puzzle with the statues and loot.

3.40 The Warble of a Smitten Knight (Gesänge eines Ritterherzens)

Just play (choose 1 in dialogues). Play gwent with the innkeeper, the smith and the armorer. You can play gwent before shooting (doesn’t matter). Shoot the red targets. You can change the armor after the second round. Win the tournament. Choose the water method (option 2).

3.40.1 No Place Like Home (Zu Hause ist es am schönsten)

Just play (choose 1 in dialogues). Do the renovations whenever you feel like it (and have enough money). This heading ends here, although the quest will most likely not be completed yet (but it is not missable).

3.41 La Cage Au Fou (La Cage Au Fou)

Just play (choose 1 in dialogues). Read the bestiarium. After being at the cemetery, go to the nearby notice board and play gwent with the innkeeper and the armorer. Make sure to stay south of #T3 when going to the house. Collect the signpost at the house. Examine the house completely before going into the cupboard. Make sure that the quest “*Spoontaneous Profits! (Spontane Profite)*” is started. [2,3] Do the optional objective. Immediately do the next quest.

3.41.1 The Hunger Game (Das Hunger-Spiel)

Meditate 48 hours. If the quest doesn't appear, fast travel away and go back. [2] Complete the quest and continue with parent. Just play (choose 1 in dialogues). At Tesham Mutna, make sure to collect all 6 armor set pieces.

3.41.2 Amidst the Mill's Grist (Im Schrot der Mühle)

Go to #T1. Fight. Just play.

3.42 Misc Optional Quests

These quests are optional, but will give you significant upgrades, so just do them.

3.42.1 Turn and Face the Strange (Transformation)

Again, avoid #T3. Use Quen against the spikes. In the portal room go into the portal the statue in the center looks at (left, portal, down, up, portal, left, first portal after the gap). Find all crystals and view their content.

3.42.2 There Can Be Only One (Es kann nur einen geben)

With this optional quest, you get the best silver sword in the game. Don't be scared if you are underleveled. Go from Corvo Bianco (your home base). The quest marker is buggy, so just go straight. Just play (you already have all requirements, so the fight will start immediately). Collect the notice board northeast of the lake and collect the signpost in between. Play gwent with the herbalist near the notice board. Go to #T2 and collect the notice board. Speak with the signed (!) NPC nearby. [1,1,1] Quest "*Wine Wars: Belgaard (Weinfehden: Belgaard)*" autocompletes. Quests "*Wine Wars: Coronata (Weinfehden: Coronata)*" and "*Wine Wars: Vermentino (Weinfehden: Vermentino)*" start.
Aerondight can be leveled. The easiest farm spot is at #K2. There are seven bears nearby (three directly at #K2, one on each of the two islands, one at the exit of the cave and one on the street to Kaer Morhen). Use Aerondight instead of your steel sword (you may have to change your game settings to manually change swords and disable enemy scaling). Make sure that you don't have any skill active that gives the bears additional damage (e.g. if they die of poison instead of your sword, you won't get the level-up). Use quen to avoid getting damage. The number in the top left corner of your screen shows you how many charges you have. When you kill a bear while having 10 charges, you get a level-up. Do this until the level reaches its current maximum (hover over the sword in your inventory screen). The maximum increases when your character level increases. When all bears are dead, just fast travel to another map and back and they will respawn. If your device has high loading times, it may be an option to also kill the wolves south of the northernmost bear (can give you up to three additional level-ups depending on your fighting skills). Vizima has the lowest loading times from my experience.

3.43 Where Children Toil, Toys Waste Away (Wo Kinder spielen, fliegen die Fetzen)

Just play (choose 1 in dialogues). You can use Axii on the boy.

3.43.1 Wine is Sacred (Wein ist heilig)

Just play (choose 1 in dialogues). After killing the bandits, you can stay and loot.

3.43.2 The Man from Cintra (Der Mann aus Cintra)

Do the optional objective first and play gwent with the merchant. Just play (choose 1 in dialogues). Choose 2 in the timed dialog while sitting at the table.

3.43.3 Witcher Gear Treasure Hunt: Cat Grandmaster

Advances the "*Knight for Hire (Ritter zu Diensten)*"-quest. Collect the signpost east of #T2, then the one northeast of that (don't examine anything) and then go to the quest objective. On the right side, there is a way up the wall. Make sure to activate the signpost on your way to the second quest objective. The witcher gear diagram is found near the fireplace. Don't fight the boss of the base. Just climb up the ladder, take the loot from the bed straight ahead and leave (you need to be very fast, you may need a few tries, meditate before retrying). The "Toussaint Knight's Steel Sword (Toussaint Ritterstahlschwert)" you can craft from this diagram is the best steel sword in the game. This is the best XP farm spot and selling the loot is one of the best methods to farm money. Clearing this base should be the very last thing you do after completing all other quests, collecting absolutely everything etc.. As long as the boss stays alive, the other bandits will respawn when you fast travel. Return to #B3 after you have found all diagrams. Quest "*Master Master Master Master! (Mehr als ein Meister)*" completes.

3.44 A Knight's Tales (Rittergeschichten)

Just play (choose 1 in dialogues). Examine the cave after the non-hostile panther. Examine everything in the witch hut, but do the bear leather last. Speak with the witch. [4,1]

3.45 Extreme Cosplay (Maskerade für Fortgeschrittene)

Go to #T3. Just play (choose 1 in dialogues). You need to actually use sword and shield. Quest completes. Go to the northeast signpost.

3.46 Wine Wars (Weinfehden)

3.46.1 Coronata

Go to #T4 and examine everything. Immediately do the next quest.

3.46.2 Vermentino

Go to #T5 and examine everything. Go to the nearby signpost. Immediately do the next quest.

3.46.3 The Deus in the Machina (Deus in Machina)

Just play. Fight the ghost at Tesham Mutna ruins.

3.46.4 Consorting (Das Konsortium)

Just play, choose 1 in dialogues and examine everything. You don’t have to go with a rescued person. You may activate a “Big Feet (Große Fußstapfen)”-quest on the way, but that doesn’t matter.

3.46.5 Belgaard

Just play (choose 1 in dialogues). Name the wine however you want.

3.47 Knight for Hire (Ritter zu Diensten)

Just play (except for the northernmost base of cause) and make sure that all of the knights in distress survive. Collect the remaining notice boards. You can now free-roam Toussaint.

3.47.1 Quest List

Main (2): *Capture the Castle (Burgeroberung), Evil's Soft First Touches (Der zarte Hauch des Bösen)*

Secondary (25): *A The heroes' pursuits: for the godess' glory! (Heldenrennen: Zu Ehren der Göttin!), Big Feet to Fill: Group 3 (Große Fußstapfen: Guppe 3), Black Pearl (Eine schwarze Perle), Enchanting: Start-up Costs (Verzauberung: Anfangskosten), Father Knows Worst (Vater weiß es ... eben nicht), Fists of Fury: Novigrad (Fliegende Fäuste: Novigrad), Fists of Fury: Skellige (Fliegende Fäuste: Skellige), Fists of Fury: Velen (Fliegende Fäuste: Velen), Forefather's Eve (Das Ahnenfest), Goodness, Gracious, Great Balls of Granite! (Oh mächtige Eier aus Granit!), Never Fear, Skellige's Here (Hurra, hurra, Skellige ist da), To Everything - Turn, Turn, Tournament! (Das große Turnier von Beauclair), Hallowed Horn (Ein wertvolles Horn), Knight for Hire (Ritter zu Diensten), Monster Slayer (Monsterschlächter), Mutual of Beauclair's Wild Kingdom (Einvernehmlich in Beauclair), Of Dairy and Darkness (Von Milch und Finsternis), Races: Crow’s Perch (Rennen: Krähenfels), Raging Wolf (Wilder Wolf), The Family Blade (Die Familienklinge), The Nithing (Der Nidstang), The Tower Outta Nowheres (Der Turm aus dem Nirgendwo), The Volunteer (Freiwilliger), The Witchers Forge (Die Hexerschmiede), Till Death Do You Part (Bis das der Tod euch scheidet), Wild at Heart (Wildes Herz), Without a Trace (Spurlos)*

Contracts (30): *An Elusive Thief (Ein flüchtiger Dieb), Big Game Hunter (Großwildjäger), Bovine Blues (Rinderwahn), Deadly Delights (Tödliche Wonnen), Doors Slamming Shut (Türen werden zugeschlagen), Dragon (Drache), Here Comes the Groom (Hier kommt der Bräutigam), In the Heart of the Wood (Das Herz des Waldes), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Missing Miners (Vermisste Bergleute), Missing Son (Der vermisste Sohn), Muire D'yaeblen (Muire D'yaeblen), Mysterious*

Tracks (Mysteriöse Spuren), Patrol Gone Missing (Vermisste Patrouille), Phantom of the Trade Route (Phantom der Handelsroute), Shrieker (Kreischling), Skellige's Most Wanted (Der Meistgesuchte von Skellige), Strange Beast (Seltsame Bestie), Swamp Thing (Das Ding aus dem Sumpf), The Apiarian Phantom (Das Bienenphantom), The Beast of Honorton (Die Bestie von Ehrendorf), The Creature from the Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Merry Widow (Die lustige Witwe), The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg), The Oxenfurt Drunk (Der Betrunkene von Oxenfurt), The Tufo Monster (Das Monster auf Tufo), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)

Treasure Hunts (21): *Bear, Bear Grandmaster, Bear Upgrade 1, Bear Upgrade 2, Bear Upgrade 3, Bear Upgrade 4, Griffin, Griffin Grandmaster, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Manticore Grandmaster, Wolf, Wolf Grandmaster, Wolf Upgrade 2, Wolf Upgrade 4, Wolf Upgrade 3, Wolf Upgrade 6, Coin Doesn't Stink (Geld stinkt nicht), Don't Take Candy from a Stranger (Nicht mit Fremden sprechen), Spoontaneous Profits! (Spontane Profite)*

3.48 Evil's Soft First Touches (Der zarte Hauch des Bösen)

Just play (choose 1 in dialogues). In the timed dialog on the ship, choose 3. Kill the others first when fighting the mage. After fighting the mage, go west to the signpost. Just play "*Rose on a Red Field (Rose auf einem roten Feld)*".

3.49 Open Sesame! (Sesam öffne dich!)

You need about 2000 coins. Speak with all NPCs at the auction house. The art merchant: [1,3,2] Quest "*Avid Collector (Ein Sammler aus Leidenschaft)*" starts. The countess: [2,1] Buy all. [1,1,1] The gwent player: [3,1,1] Buy every item at the auction. Just play (choose 1 in dialogues). Dismantle the eagle statue at any armorer or smith (starts quest "*A Dark Legacy (Ein dunkles Vermächtnis)*"). Speak with the herbalist. [2] [1,1,1,1,2,3,1]

3.49.1 Witcher Seasonings (Eine würzige Hexermischung)

Just play. You can pay the cook, but Axii is cheaper.

3.49.2 Breaking and Entering (Einbruch und Raub)

Just play (choose 1 in dialogues).

3.49.3 The Safecracker (Der Panzerknacker)

Speak with Quinto (near the herbalist hut). [1,3,1] Gwent. [1,1,1] Quest completes, continue with parent. [1,1,1] Inside the auction house. Loot everything. Fight. [1,3,2,2] Spiders. [1,1] Fight. [2] Back to the inn, play gwent with the quest giver. Just play (choose 1 in dialogues).

3.50 Enchanting: Start-up Costs (Verzauberung: Anfangskosten)

You need 5000 coins. Speak with the runewright and the other merchant nearby and use all dialog options. "*Races: Swift as the Western Winds (Rennen: Schnell wie der Westwind)*" completes. Also buy the gwent cards from the merchant.

3.50.1 Enchanting: Quality Has its Price (Verzauberung: Qualität hat ihren Preis)

Just play. Inside the cave, loot. Quest "*The Drakenborg Redemption (Pfui Spinne!)*" starts. Complete this quest before leaving the cave. If you don't have the money, just complete the quest at some later time.

3.51 Dead Man's Party (Die Sause des toten Mannes)

Spend your money on the runewright, because you will lose 5% of it. Just play (choose 1 in dialogues). Lose gwent. Collect the gwent card on the second floor of the barn. While going for the fire swallower, use Axii on the dog. Don't let him die. Don't use Axii on the pigs. Do all optional objectives, speak with Gaunter (the devil) last.

3.51.1 A Midnight Clear (Eine klare Mitternacht)

Just play (choose 1 in dialogues). Pick the "Rowan Branch (Vogelbeerzweig)" up the stairs on a green bush near the barn's ladder. At the first timed choice pick 2.

3.52 Scenes From a Marriage (Szenen einer Ehe)

Just play (choose 1 in dialogues).

3.53 Whatsoever a Man Soweth… (Was ein Mann sät…)

Just play (choose 1 in dialogues). Do the optional objective. After meeting the professor, go back to Shani at #O1 and play gwent. Go to the temple.
~~"Happy" Ending: In my opinion, risking the witcher's life in order to save a murderer from another murderer is not worth it. You may have a different opinion. That's fine. Instead of the steps below, I'll choose. [2,3,2,1] Doesn't affect other quests.~~
[2,3,1] You start at #1 on the map below. You have to go to #2, then #3 and #4. Don't waste time with fighting. Take all the loot at #2 and #3. The path you should take is marked on the map. At #4, do down the stairs then to the dry fountain (it glows red). Examine the steps in the fountain and break the wall at the back side using Aard.

3.54 Capture the Castle (Burgeroberung)

Just play (choose 1 in dialogues).
~~Happy Ending: It is highly recommended to reach the required level for this quest and max out your silver sword, because you cannot skip the boss fight in case you want a happy ending. Do some optional quests and use the farm spot described in *"There Can Be Only One (Es kann nur einen geben)".*~~

3.54.1 The Night of the Long Fangs (Die Nacht der langen Zähne)

Fight. [1,1,2,1,1,2] Speak with Orianna. [1,1] Just play "*Blood Simple (Blutprobe)*" (choose 1 in dialogues). Change your mind, go after Syanna. In the room, examine and read everything. Examine the painting on the wall last.

3.54.2 Beyond Hill and Dale… (Hinter Berg und Tal…)

Just play (choose 1 in dialogues). Speak with the girl near the notice board, but immediately leave.
~~Happy Ending: Play gwent with her. Then continue normally.~~
Just play "*Duck, Duck, Goosed! (Schnatterschnatter!)*" from the notice board and immediately consume the golden egg. Collect the armor from #1 on the map below. Then plant the beans. Boss fight. Follow the wisp down under the bridge to get the sword.

3.54.3 Tesham Mutna (Tesham Mutna)

Let him go if you want to skip the fight.
~~Happy Ending: As already said above, you cannot skip the fight.~~

3.54.4 The Perks of Being a Jailbird (Die Vorteile des Knastrologen)

~~Happy Ending: This quest is not available.~~
[1,1] Examine the wall on your back. The item is in the wagon nearby. Just play "*Burlap is the New Stripe (Jute ist der neue Nadelstreif)*" (choose 1 in dialogues).

~~3.54.5 Pomp and Strange Circumstance (Pomp und seltsame Umstände)~~

~~Happy Ending: This quest is only available if you chose a happy ending. Do the optional objectives first. Just play (choose 1 in dialogues). Go to Syanna. [2] [3,2,2] [1,2] Ceremony. [2,1,1,1]~~

3.54.6 Be It Ever So Humble… (Und sei es noch so bescheiden…)

Just play (choose 1 in dialogues). Collect the present from Regis in your bedroom.

3.54.7 Quest List

Secondary (26): *Avid Collector (Ein Sammler aus Leidenschaft), Big Feet to Fill: Group 3 (Große Fußstapfen: Gruppe 3), Black Pearl (Eine schwarze Perle), Father Knows Worst (Vater weiß es ... eben nicht), Fists of Fury: Novigrad (Fliegende Fäuste: Novigrad), Fists of Fury: Skellige (Fliegende Fäuste: Skellige), Fists of Fury: Velen (Fliegende Fäuste: Velen), Forefather's Eve (Das Ahnenfest), Goodness, Gracious, Great Balls of Granite! (Oh mächtige Eier aus Granit!), Never Fear, Skellige's Here (Hurra, hurra, Skellige ist da), To Everything - Turn, Turn, Tournament! (Das große Turnier von Beauclair), Hallowed Horn (Ein wertvolles Horn), Knight for Hire (Ritter zu Diensten), Monster Slayer (Monsterschlächter), Mutual of Beauclair's Wild Kingdom (Einvernehmlich in Beauclair), Of Dairy and Darkness (Von Milch und Finsternis), Races: Crow's Perch (Rennen: Krähenfels), Raging Wolf (Wilder Wolf), The Family Blade (Die Familienklinge), The Heroes' Pursuits: for the Godess' Glory! (Heldenrennen: Zu Ehren der Göttin!), The Nithing (Der Nidstang), The Tower Outta Nowheres (Der Turm aus dem Nirgendwo), The Volunteer (Freiwilliger), The Witchers Forge (Die Hexerschmiede), Till Death Do You Part (Bis dass der Tod euch scheidet), Wild at Heart (Wildes Herz), Without a Trace (Spurlos)*

Contracts (29): *An Elusive Thief (Ein flüchtiger Dieb), Big Game Hunter (Großwildjäger), Bovine Blues (Rinderwahn), Deadly Delights (Tödliche Wonnen), Doors Slamming Shut (Türen werden zugeschlagen), Dragon (Drache), Here Comes the Groom (Hier kommt der Bräutigam), In the Heart of the Wood (Das Herz des Waldes), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Missing Miners (Vermisste Bergleute), Missing Son (Der vermisste Sohn), Muire D'yaeblen (Muire D'yaeblen), Mysterious Tracks (Mysteriöse Spuren), Patrol Gone Missing (Vermisste Patrouille), Phantom of the Trade Route (Phantom der Handelsroute), Shrieker (Kreischling), Skellige's Most Wanted (Der Meistgesuchte von Skellige), Strange Beast (Seltsame Bestie), Swamp Thing (Das Ding aus dem Sumpf), The Beast of Honorton (Die Bestie von Ehrendorf), The Creature from the Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Merry Widow (Die lustige Witwe), The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg), The Oxenfurt Drunk (Der Betrunkene von Oxenfurt), The Tufo Monster (Das Monster auf Tufo), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)*

Treasure Hunts (23): *Bear, Bear Grandmaster, Bear Upgrade 1, Bear Upgrade 2, Bear Upgrade 3, Bear Upgrade 4, Griffin, Griffin Grandmaster, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Manticore Grandmaster, Wolf, Wolf Grandmaster, Wolf Upgrade 2, Wolf Upgrade 3, Wolf Upgrade 4, Wolf Upgrade 6, A Dark Legacy (Ein dunkles Vermächtnis), Coin Doesn't Stink (Geld stinkt nicht), Don't Take Candy from a Stranger (Nicht mit Fremden sprechen), From Ofier's Distant Shores (Von Ophirs fernen Gestaden), Spoontaneous Profits! (Spontane Profite)*

4 Treasure Hunts

Treasure hunts are typically started looting a dead body at a place marked with an “X” on the map. When you go to all these locations, collect all the loot and read the note you typically get, you should receive the according quests.

Again, be careful not to loot the destination of the treasure hunt before looting the starting point. Some of them are bugged and you may not get the quest. If you followed this whole guide closely, you should be save.

Your in-game map actually shows you if you have started a certain treasure hunt quest already by greying-out the according symbol.

Exceptions of these rules are explicitly listed in another section and underlined in the list below. Use the search function to find it and follow the according guide.

I would recommend doing the quest “*Of Swords and Dumplings (Von Schwertern und Knödeln)*” first to make sure you have all missable witcher gear treasure hunts in your journal.

4.1 List of all Treasure Hunts

Witcher Gear (28): *Bear, Bear Grandmaster, Bear Upgrade 1, Bear Upgrade 2, Bear Upgrade 3, Bear Upgrade 4, Cat, Cat Grandmaster, Cat Upgrade 1, Cat Upgrade 2, Cat Upgrade 3, Cat Upgrade 4, Forgotten Wolf, Griffin, Griffin Grandmaster, Griffin Upgrade 1, Griffin Upgrade 2, Griffin Upgrade 3, Griffin Upgrade 4, Manticore Grandmaster, Viper, Wolf, Wolf Grandmaster, Wolf Upgrade 1, Wolf Upgrade 2, Wolf Upgrade 3, Wolf Upgrade 4, Wolf Upgrade 5, Wolf Upgrade 6*

Skellige (14): *Family Fortune (Familienglück), Freya Be Praised! (Freya sei Dank!), Hidden in the Depths (Verborgen in der Tiefe), Inheritance (Erbschaft), Ironside's Treasure (Eisenseites Schatz), Nilfgaardian Treasure (Nilfgaardischer Schatz), Not Only Eagles Dare (Nicht nur für Adler), Pearls of the Coast (Perlen der Küste), Precious Haul (Kostbare Ladung), Ruins, Hidden Treasure, You Know… (Ruinen, verborgene Schätze und so weiter…), Shortcut (Abkürzung), Unlucky's Treasure (Der Schatz eines Pechvogels), X Marks the Spot (X markiert den Ort)*

Toussaint (15): *Applied Escapology (Angewandte Eskapologie), Around the World in...Eight Days (In acht Tagen um die Welt), Black Widow (Die Schwarze Witwe), But Other Than That, How Did You Enjoy The Play? (Und abgesehen davon – wie hat dir das Stück gefallen?), Coin Doesn't Stink (Geld stinkt nicht), Don't Take Candy From A Stranger (Nicht mit Fremden sprechen), Filibert Always Pays his Debts (Filibert begleicht immer seine Schulden), Spoontaneous Profits! (Spontane Profite), The Curse of Carnarvon (Carnarvons Fluch), The Inconstant Gardener (Der unbeständige Gärtner), The Last Exploits of Selina's Gang (Die letzten Untaten der Selina-Bande), The Suffering of Young Francois (Die Leiden des jungen Fancois), The Toussaint Prison Experiment (Das Toussaint-Gefängnisexperiment), Waiting for Goe and Doh (Warten auf Go und Dot), What Was This About Again? (Worum ging es noch gleich?)*

Velen (25): *A Costly Mistake (Ein kostspieliger Fehler), A Dark Legacy (Ein dunkles Vermächtnis), A Plea Ignored (Eine ignorierte Bitte), A Surprise Inheritance (Eine überraschende Erbschaft), An*

Unfortunate Turn of Events (Eine unglückliche Wendung), Battlefield Loot (Schlachtfeldbeute), Blood Cold (Blutgold), Coast of Wrecks (Wrackküste), Don't Play With Gods (Mit Göttern spielt man nicht), Dowry (Mitgift), Hidden from the World (Vor der Welt verborgen), Lost Goods (Verlorene Ware), Out of the Frying Pan, Into the Fire (Vom Regen in die Traufe), Queen Zuleuka's Treasure (Die Schätze der Königin Suleyka), Sunken Chest (Versunkene Truhe), Sunken Treasure (Versunkener Schatz), The Cursed Chapel (Die verfluchte Kapelle), The Dead Have No Defence (Tote wehren sich nicht), The Drakenborg Redemption (Pfui Spinne!), The Royal Airforce (Königliche Luftwaffe), The Secret Life of Count Romilly (Das geheime Leben des Grafen Romilly), The Sword, Famine and Perfidy (Schwert, Hunger und Niedertracht), The Things Men Do For Coin (Was tut man nicht alles für Geld…), Tinker, Hunter, Soldier, Spy (Dame, Jäger, Ass, Spion), Tough Luck (Pech)

White Orchard (3): *Deserter Gold (Deserteursgold), Dirty Funds (Dreckiges Geld), Temerian Valuables (Temerischer Schatz)*

5 Optional Quests

This section describes all optional quests and content. These things can be done in any order and at any time. Quests with sub-quests should be done at once. The quests are sorted by region and name.

5.1 *Witcher Gear Treasure Hunt: Viper*

Go to #W4 and loot. Quest starts.

5.2 *A Tomb Entombed (Ein begrabener Foliant)*

I think “Tomb Raider” would be a better name for this quest, just saying. This quest starts underground. Go to the signpost east of #N7. The middle of the three archways has a door. Enter it. Follow the path and climb down. In the underground, follow the path (straight) until you see a breakable wall. Go down the path behind it. [1,2]

5.3 An Elusive Thief (Ein flüchtiger Dieb)

Just play (choose 1 in dialogues). Fight. [2] Kill him.

5.4 Avid Collector (Ein Sammler aus Leidenschaft)

Play the story to get this quest. Just play (choose 1 in dialogues). Just play “*Message from an Old Friend (Ein alter Freund)*”.

5.5 Deadly Delights (Tödliche Wonnen)

Just play (choose 1 in dialogues). To get into the house, go into the house next door. Speak with her. [2,1] Kill her. Quest completes.

5.5.1 Out On Your Arse! (Jetzt aber raus!)

Go to #N15 again and speak with the signed (!) NPC (fast travel to another map and back if she is not there). Use Axii or mention you killed the giant if you want to skip the fight.

5.6 Empty Coop (Ein leerer Stall)

Go to #V25. [1] Just play. [1,1] Go back. [1,2]

5.7 Face Me if You Dare!

Go to the yellow star northwest of #V12 and speak with the signed (!) NPC. Just play (choose 1 in dialogues). The next fight is at #N14. If he isn’t there, meditate a few days. The last fight is at the yellow star southwest of #N11 next to the merchant (again, meditate if he isn’t there).

5.7.1 Hey, You Wanna Look at my Stuff? (Holla, willst du meine Waren sehen?)

Go to the sign (!) almost north of #N11. [1,2] Just play.

5.8 Fists of Fury (Fliegende Fäuste)

Just play (choose 1 in dialogues) the sub-quests in any order: "*Velen*", "*Novigrad*", "*Skellige*" and "*Raging Wolf (Wilder Wolf)*"; The latter is in Toussaint. Win all fights. Don't choose to let them defeat you in the dialogues.

5.8.1 Champion of Champions (Meister der Meister)

When you come to the arena, speak with the signed (!) guards ouside first. Complete the next quest before completing this one. You can use potions in the fight.

5.8.2 Master of the Arena (Meister der Arena)

Let him defeat you. For me, it took 7 times 23 hours of meditation afterwards and I needed to fast travel away and back.

5.9 Fools Gold (Das Gold der Trottel)

Go to the signpost near #V6 and speak with the signed (!) NPC. Just play (choose 1 in dialogues). Don't let any of the pigs die.

5.10 Forefather's Eve (Das Ahnenfest)

Just play (choose 1 in dialogues). Quest completes. You have 10% discount from all merchants in Velen and White Orchard from now on.

5.11 Funeral Pyres (Scheiterhaufen statt Begräbnis)

Go to the sign (!) east of #V1 and speak with the priest. [1] Don't let him die (at the third location). [1] Back to the priest. [1,2]

5.11.1 In the Eternal Fire's Shadow (Im Schatten des ewigen Feuers)

This is the quest that came in with the next-gen update. Go to #V27 and clear the bandit camp (if you haven't already). Go outside and speak with the signed (!) NPC. [1,1,1] In the cave, examine everything (you can also use the magic lamp multiple times, but that is not necessary). Always use your witcher senses and go to the red glowing objects. Don't do what the voice says. Read the bestiarium. Don't brew the potion. Fight. [2,3,4,1,1,2] Outside. [2] Just play "*Witcher Gear Treasure Hunt: Forgotten Wolf*".

5.12 Master Armorers (Meisterlicher Rüstungsschmied)

Speak with the armorer near the notice board north of #V12. [1,1,1,2] Just play (you can now examine and loot the place in Skellige). [1,1,1,1,1] Collect the notice board. Just play "*The Griffin from the Highlands (Der Greif im Hochland)*". Just play (choose 1 in dialogues).

5.13 Little Red (Kleinrot)

Speak with the signed (!) NPC at #V26. [1] Meditate. Don't put out your sword yet. [2,2]

5.14 Love's Cruel Snares (Grausame Fallen der Liebe)

Kill all enemies at #V21 and #V22 (look at your in-game map, you may have done that already). Speak with the signed (!) NPC near #V22. [1] Just play. [1]

5.15 Misc Optional Quests

Just play the following quests (in any order, they are already in your journal, choose 1 in dialogues, always speak with witnesses first): *Black Pearl (Eine schwarze Perle), Doors Slamming Shut (Türen werden zugeschlagen), From Ofier's Distant Shores (Von Ophirs fernen Gestaden), Jenny o' the Woods (Hanna aus den Wäldern), Lord of the Wood (Herr des Waldes), Missing Brother (Der vermisste Bruder), Mysterious Tracks (Mysteriöse Spuren), Of Dairy and Darkness (Von Milch und Finsternis), Phantom of the Trade Route (Phantom der Handelsroute), Races: Crow's Perch (Rennen: Krähenfels), Shrieker (Kreischling), Swamp Thing (Das Ding aus dem Sumpf), The Apiarian Phantom (Das Bienenphantom), The Creature from Oxenfurt Forest (Die Kreatur aus dem Wald von Oxenfurt), The Volunteer (Freiwilliger), The White Lady (Die Weiße Dame), Woodland Beast (Monster im Wald)*

5.16 Novigrad Hospitality (Novigrader Gastfreundschaft)

Go to the sign (!) northwest of #V26. [1,1] Just play. [2]

5.17 Of Swords and Dumplings (Von Schwertern und Knödeln)

Go to #N13. [1,1,1,1] [1] [2,1,2,1] Just play (choose 1 in dialogues). Buy the three maps from Hattori (the master smith). This will unlock the remaining Witcher Gear Treasure Hunts "*Griffin Upgrade 4*", "*Wolf Upgrade 1*" and "*Wolf Upgrade 5*".

5.18 Patrol Gone Missing (Vermisste Patrouille)

Go to #V20 and speak with the signed (!) NPC. [1,1,1] The sub-quest starts. Just play (use all dialog options). If you do these quests in a different order (e.g. if you found the cave first), the outcome will be slightly different, but nothing is missable. After killing the monster, examine further.

5.18.1 Blood Ties (Blutsbande)

Just play. If you want to go into the house near #V20 where the blue flag is (minor loot only), just wear the clothing you had to wear during "*Imperial Audience (Kaiserliche Audienz)*".

5.19 Spooked Mare (Eine durchgegangene Stute)

Go to the sign (!) almost south of #V13. Just play (choose 1 in dialogues). Don't jump over the fence. Don't pick the gray horse.

5.20 The Beast of Honorton (Die Bestie von Ehrendorf)

Just play. There is a bug that sometimes the quest doesn't show as completed in your journal. Unfortunately, there is no fix for that. The quest should complete immediately after killing the monsters.

5.20.1 Where The Cat And Wolf Play… (Wo Katz und Wolf spielen…)

Examine the barn last. Collect the doll in front of the barn. [1,2,1,1] [1,1,2,2] Next quest starts. [1] [2,1] Meditate a few days. Fast travel away and back. Speak with the girl again (she is near the signpost).

5.20.2 Take What You Want (Nimm, was du willst)

Just play.

5.21 The Dwarven Document Dilemma (Das Dilemma mit den Zwergendokumenten)

Go to the sign (!) southeast of #N1. Just play (choose 1 in dialogues).

5.22 The Flame of Hatred

Go to the yellow star south of #N5. [1] Go to #N16. Meditate a few days (you may have to run around a little to trigger the dialog). [1] Fight.

5.23 The Great Erasmus Vegelbud Memorial Derby (Das große Erasmus-Vegelbud-Gedächtnisrennen)

Go to the signpost northeast of #V14 and speak with the signed (!) NPC northeast of that signpost. Just play (choose 1 in dialogues). Win all races. Quest completes. Go down the stairs to trigger a cutscene. Quest starts again. Just play (choose 1 in dialogues) and win the final race.

5.24 The Mystery of the Byways Murders (Das Rätsel der Morde von Kleinweg)

Just play (choose 1 in dialogues). After killing the monsters. [1,2] Examine everything. Quest completes.

5.24.1 Defender of the Faith (Verteidiger des Glaubens)

Go to #V23. If nobody is there, go to #V22 instead. Speak with the signed (!) NPC. [1,1] Just play. At the third location. [1,2] Use your sword.

5.24.2 Last Rites (Die letzte Ölung)

Meditate until night and go to #V24. Speak with the signed (!) NPC. Just play (choose 1 in dialogues).

5.25 The Oxenfurt Drunk (Der Betrunkene von Oxenfurt)

Just play (choose 1 in dialogues). You don’t need to follow the quest objective order. Quest completes. Meditate until day.

5.25.1 The Price of Passage

Go to #O2. [1] Go to the signpost east of #O3. Meditate a day (24 hours or more) while you are near the signpost. Make sure that it is day when you come out of the meditation. Go to #O3. If the dialog doesn’t trigger, go back to the signpost and meditate again. [2] Follow the same procedure with the same signpost and the yellow star south of #V13 (the yellow star is behind the house). For me, it took 4 times 23 hours and I needed to fast travel away and back (don’t use any of the other Oxenfurt signposts). [1] Use your sword.

5.25.2 Rough Neighborhood (Durchwachsene Nachbarschaft)

Meditate until midnight, then go to #O1. Speak with the signed (!) NPC. If she is not there, fast travel away using the nearby signpost and back. [2] Fistfight. [1] Quest starts. Follow her. [2] Quest completes (officially). Fast travel away using the southeast signpost and then back again. Make sure it is midnight again and then go to #O4. Fight. [1]

5.26 The Merry Widow (Die lustige Witwe)

Just play (choose 1 in dialogues). Quest completes. Meditate for 5 days. Fast travel away and back.

5.26.1 Witcher Wannabe (Ein Möchtegern-Hexer)

Go to #V5 and speak with the signed (!) NPC next to the signpost (on the same side of the road). Just play (choose 1 in dialogues). After killing the monster. [2,2]

5.27 The Taxman Cometh (Vorsicht, Steuereintreiber!)

This quest automatically starts when you have more than 35.000 coins and you enter Oxenfurt. Just say “no” to all questions and the quest completes.

5.28 Wild at Heart (Wildes Herz)

Just play (choose 1 in dialogues). In the woods when speaking with the sister. [2]

5.29 Witcher Gear Treasure Hunts

5.29.1 Griffin

Just play. When you are at #V19, dive east of the place of power to find the cave entry. From there it’s pretty straight forward.

5.29.2 Bear Upgrade 4

Just play. The silver sword diagram is on the island near the monster nest.

5.30 Without a Trace (Spurlos)

Just play (choose 1 in dialogues). After speaking with the old peasants, go to the gate nearby and examine. Follow the smell. [2]

5.31 A Bard's Beloved (Ein Bardenliebchen)

Go to #S19 and into the cave. Speak with him.

5.32 Abandoned Sawmill (Verlassene Sägemühle)

Go to #S17. Examine the bones last.

5.33 Armed Assault (Bewaffneter Raubüberfall)

Go to #S18.

5.34 Dragon (Drache)

Be careful not to speak with the wrong quest giver. Just play (choose 1 in dialogues). You can use Axii on the sheep.

5.35 From a Land Far, Far Away (Aus einem fernen Land)

Examine everything on the island #S20. In Velen, speak with the warrior near the signpost. Just play (choose 1 in dialogues). Don’t let him kill her.

5.36 In the Heart of the Woods (Das Herz des Waldes)

Just play (choose 1 in dialogues). Speak with Sven, not with Harald.

5.37 Misc Optional Quests

Just play the following quests (in any order, they are already in your journal, choose 1 in dialogues): *A Hallowed Horn (Ein wertvolles Horn), Here Comes the Groom (Hier kommt der Bräutigam), Missing Son (Der vermisste Sohn), Muire D'yaeblen (Muire D'yaeblen), Strange Beast (Seltsame Bestie), The Family Blade (Die Familienklinge)*

5.38 Missing Miners (Vermisste Bergleute)

Just play (choose 1 in dialogues). In the cave go left and examine before going to the troll.

5.39 Peace Disturbed (Gestörte Ruhe)

Speak with the signed (!) NPC at #S21. Just play.

5.40 Skellige's Most Wanted (Der Meistgesuchte von Skellige)

You must have completed "*Return to Crookback Bog (Rückkehr in den Buckelsumpf)*". Do the following sub-quest before doing this one.

5.40.1 A Greedy God (Ein gieriger Gott)

Go to #V18. [1,1] [2] [1,2] Quest completes. Continue with parent quest. Be careful not to speak with the wrong quest giver. At the night meeting. [1,1,1,1] You gave them two examples, so you only have to fight the werewolf.

5.41 Taken as a Lass (Als Mädchen gefangen)

Go to #S22. Help him. Just play (choose 1 in dialogues).

5.42 The Heroes' Pursuits: For the Goddess' Glory! (Heldenrennen: Zu Ehren der Göttin!)

Speak with her. Just play "*The Heroes' Pursuits: Farylund (Heldenrennen: Fayrlund)*", "*The Heroes' Pursuits: Fyresdal (Heldenrennen: Fyresdal)*" and "*The Heroes' Pursuits: Kaer Trolde (Heldenrennen: Kaer Trolde)*".

5.43 The Nithing (Der Nidstang)

[1,1] An unnamed woman in the village can help you. [1] [1] Back to the quest giver. [1,2]

5.44 The Tower Outta Nowheres (Der Turm aus dem Nirgendwo)

Just play (choose 1 in dialogues). After freeing the wizard and fighting the second earth elemental and before speaking with him again, make sure to loot everything. Quest completes.

5.44.1 The Path of Warriors (Der Weg der Krieger)

Find the quest giver near #S16. Just play (choose 1 in dialogues).

5.45 Worthy of Trust (Vertrauenswürdig)

This quest doesn't appear in your journal until you have completed it. Give the NPC west of the Kaer Trolde harbor signpost the loan. Meditate a day. Go to the merchant west of #S21 and speak with the NPC again. Let him go. Meditate a day. Go to the signpost southwest of #S6. Near the notice board you can find the NPC again (don't pick the wrong one).

5.46 Greenhouse Effect (Treibhauseffekt)

Go to #K4. Examine everything. Hit two stones with Igni, one with Aard. You don't have to wait. Just go a little down the hill and go back.

5.47 Monster Slayer (Monsterschlächter)

Go to the lake, then to the cave northeast of the lake signpost.

5.48 The Bastion (Bastion)

Go to #K3. Just play. There is 1 spot for the lamp on the ground level, 3 on the second level and 1 inside a ruined tower.

5.49 The Witchers Forge (Die Hexerschmiede)

Just play.

5.50 Trail of Echoes

Go to #K5. Examine everything.

5.51 A Portrait of the Witcher as an Old Man (Ein Portrait des Hexers als alter Mann)

You'll need 1000 coins. Go to #B4. Just play (choose 1 in dialogues).

5.52 Bovine Blues (Rinderwahn)

Just play. Collect the signpost near the ruins.

5.52.1 Big Feet to Fill (Große Fußstapfen)

Do the optional objective first. Do the five sub-quests for the five groups in any order.

5.52.2 The Words of the Prophets are Written on Sarcophagi (Die Worte der Propheten auf den Sarkophagen)

Go into the temple at #T7, loot the bones and just play.

5.53 Big Game Hunter (Großwildjäger)

Just play (choose 1 in dialogues). Avoid the bear. Use Axii on the panther before freeing it. Don’t fight unless you have a quest objective that forces you to.

5.54 Equine Phantoms (Pferdephantome)

Go to #T6. Just play (choose 1 in dialogues). Chase. Fight. [1,2] Fight.

5.55 Father Knows Worst (Vater weiß es ... eben nicht)

[1] Find the hot spring, dive and loot. Speak with Hugo in the cave. [1,1,2,1]

5.56 Feet as Cold as Ice (Füße kalt wie Eis)

Go to #B5. Just play (choose 1 in dialogues). Don’t let him die. Fight. [1,2] Go back. [1]

5.57 Goodness, Gracious, Great Balls of Granite! (Oh mächtige Eier aus Granit!)

Just play (choose 1 in dialogues). Fistfight. [2]

5.58 Never Fear, Skellige's Here (Hurra, hurra, Skellige ist da)

Just play. Quest completes.

5.58.1 To Everything - Turn, Turn, Tournament! (Das große Turnier von Beauclair)

Just play (choose 1 in dialogues).

5.59 Mutual of Beauclair's Wild Kingdom (Einvernehmlich in Beauclair)

Just play (choose 1 in dialogues).

5.60 Of Sheers and a Witcher I Sing (Von Hexern und Barbieren)

Go to #B6. Just play (choose 1 in dialogues). Choose option 2 in the timed dialog.

5.61 Paperchase (Papierkrieg)

Go to #B7. Just play (choose 1 in dialogues).

5.62 The Tufo Monster (Das Monster auf Tufo)

Just play (choose 1 in dialogues). Speak with the wife after quest completion. You find her sitting near the south building (gives a little extra cash and XP).

5.63 Till Death Do You Part (Bis dass der Tod euch scheidet)

Just play (choose 1 in dialogues). Bring Margot (the woman) out of the crypta.

5.64 Vitner's Contract (Winzerauftrag)

There are five of these small quests, namely "*Chuchote Cave (Chuchote-Höhle)*", "*Cleaning Those Hard-to-Reach Places (So kommst du beim Putzen besser in die Ecken)*", "*Duchaton Crest (Duchaton-Gipfel)*", "*Dun Tynne Hillside (Hügel von Dun Tynne)*" and "*Rivecalme Storehouse (Rivecalme-Lagerhaus)*". You can find them marked with a "V" on the Toussaint map. Just play all of them (choose 1 in dialogues).

6 So Long, and Thanks for All the Loot

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A huge thanks to these people for providing the basis for this guide:

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6.1 Version History

5th July 2024…	Initial Release
14th January 2025…	Added NG+ Run + Various Clarifications
3rd November 2025…	Added Happy Endings + Various Clarifications
22nd January 2026…	Added more Duplicate Items + Glitches + Various Clarifications
18th May 2026…	Better Descriptions for various Quests + Various Clarifications